PlayStation™

NTSC U/C

PlayStation™

MARVEL COMICS®

VALIANT

IRON MAN™ X-O MANOWAR™ IN HEAVY METAL

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

SLUS-00235
#21061

Acclaim®
entertainment, inc.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the users manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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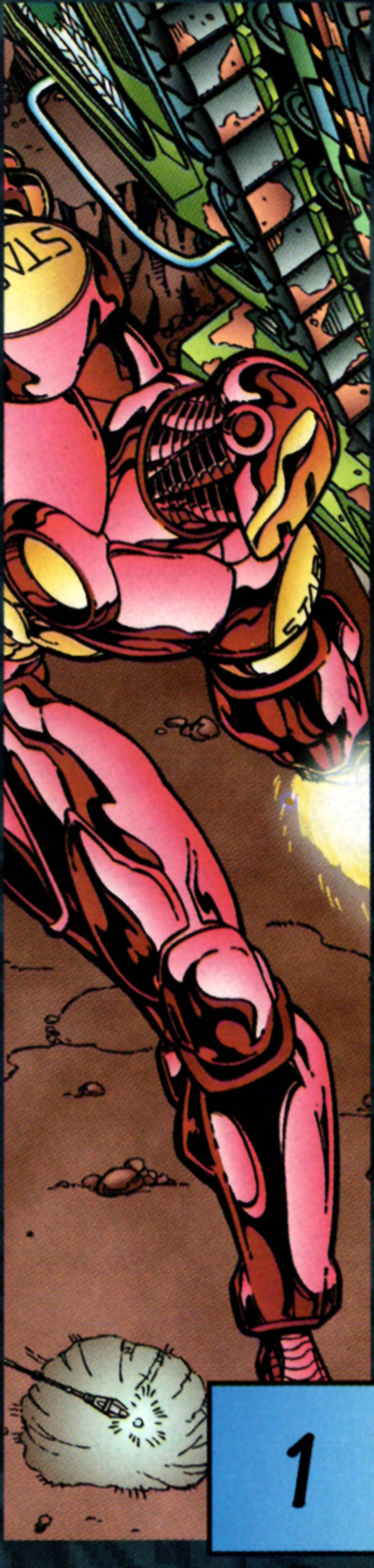
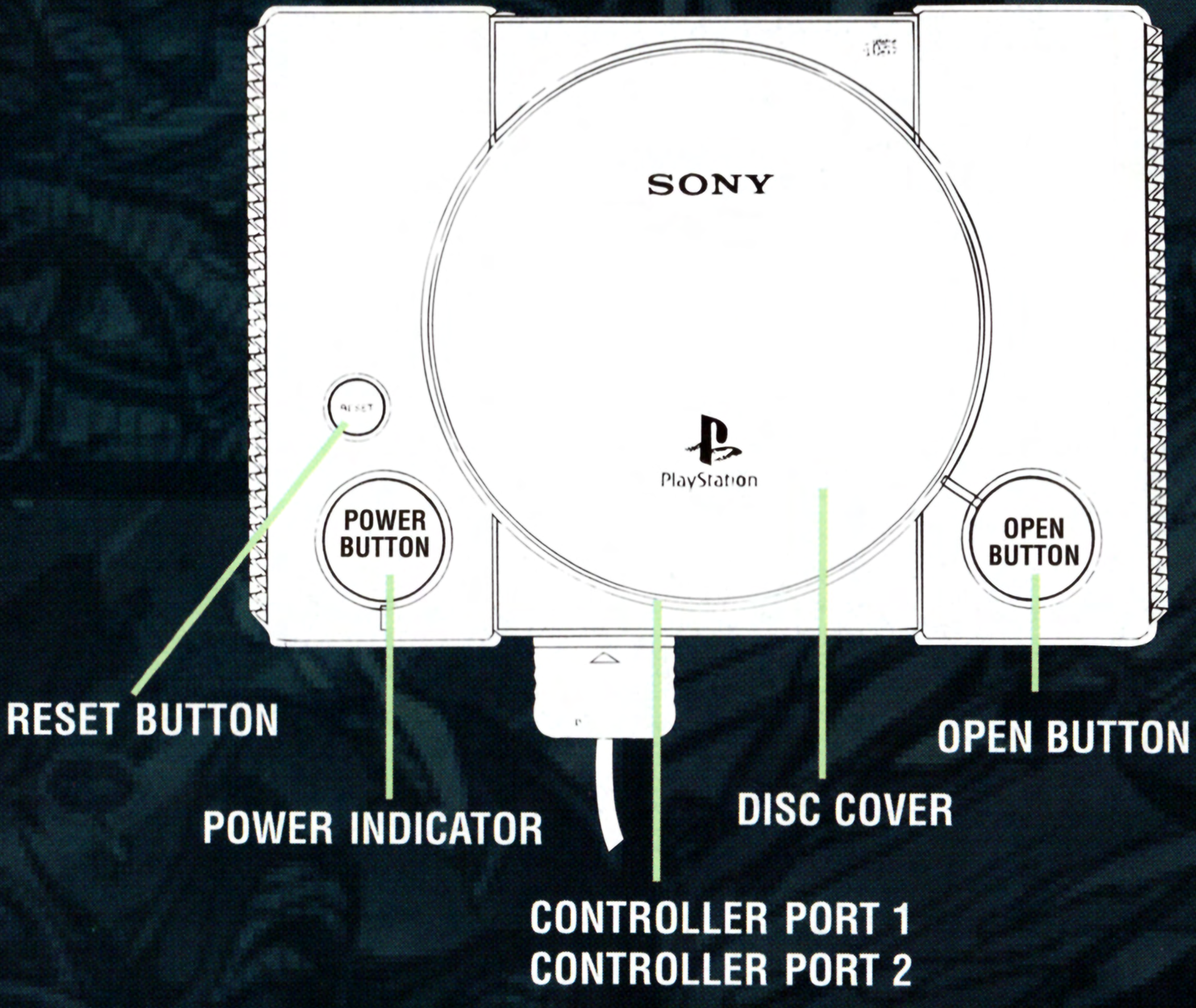
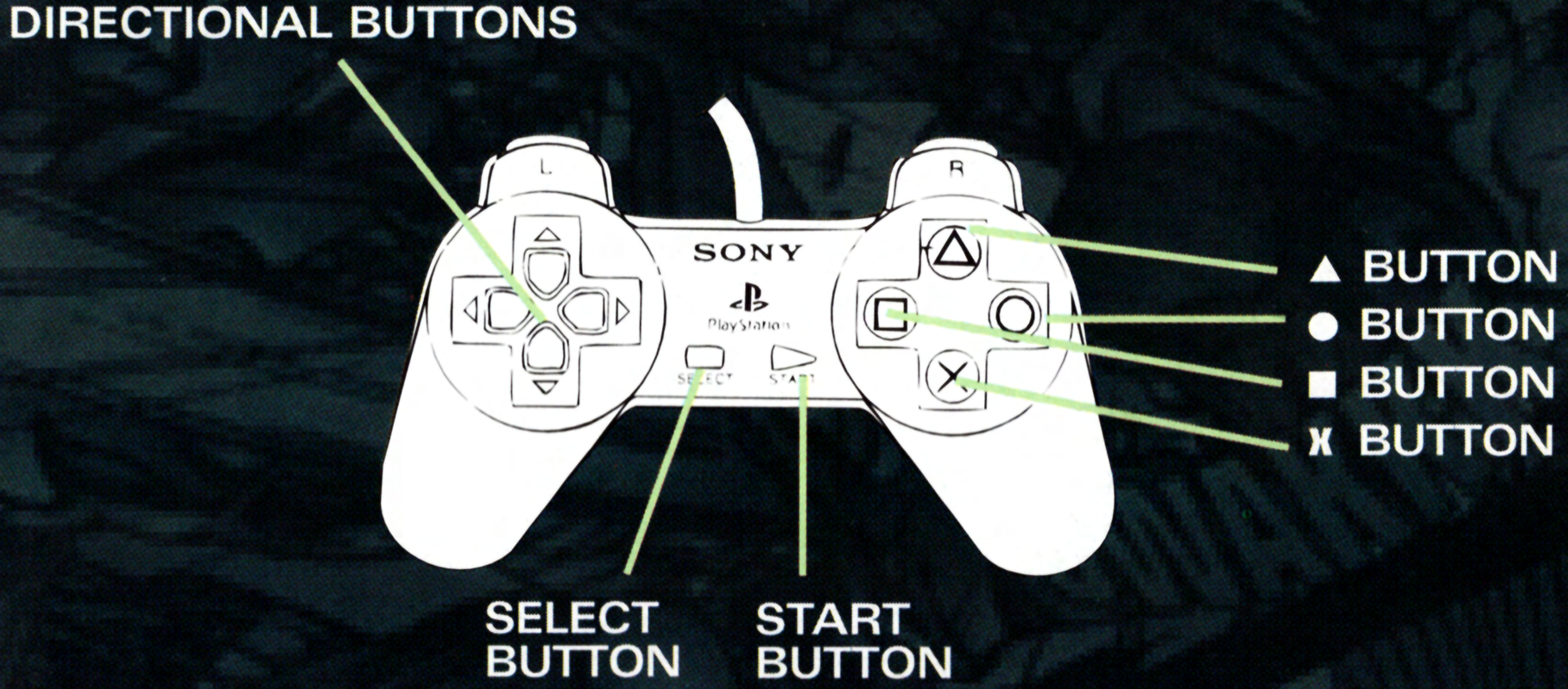
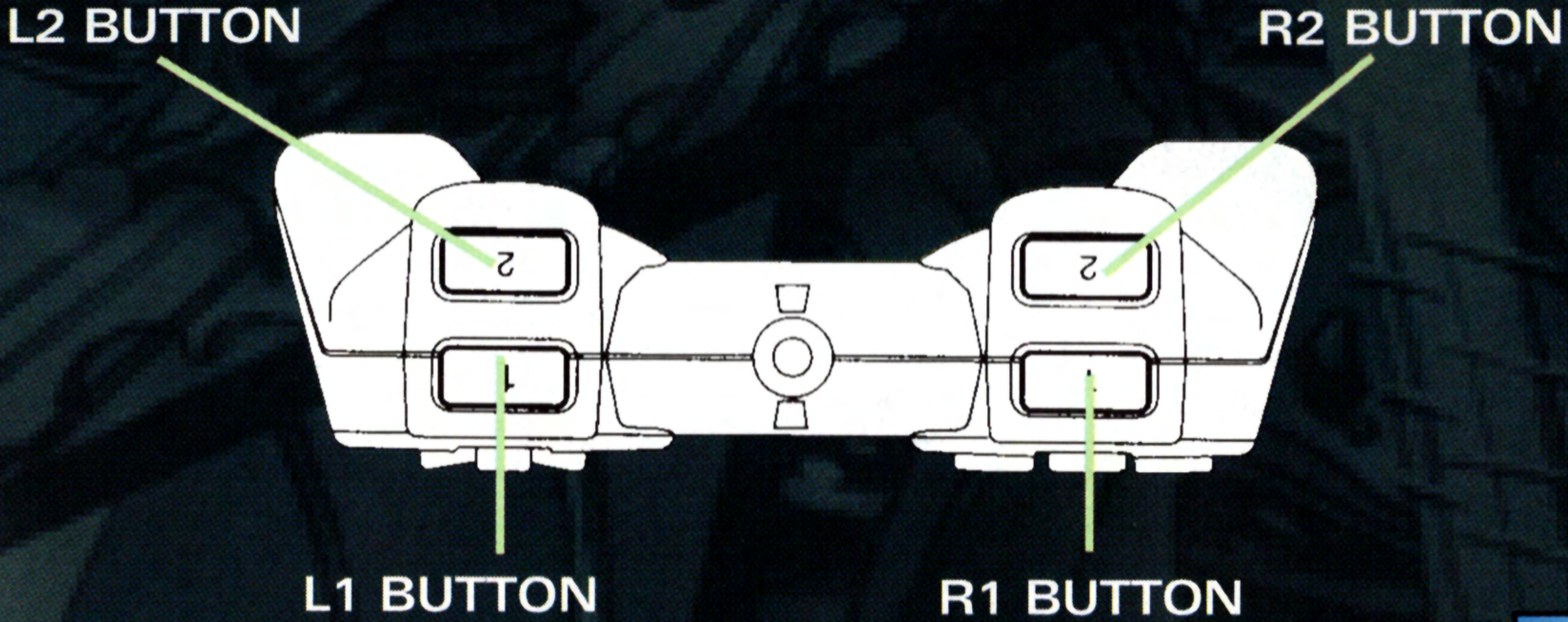


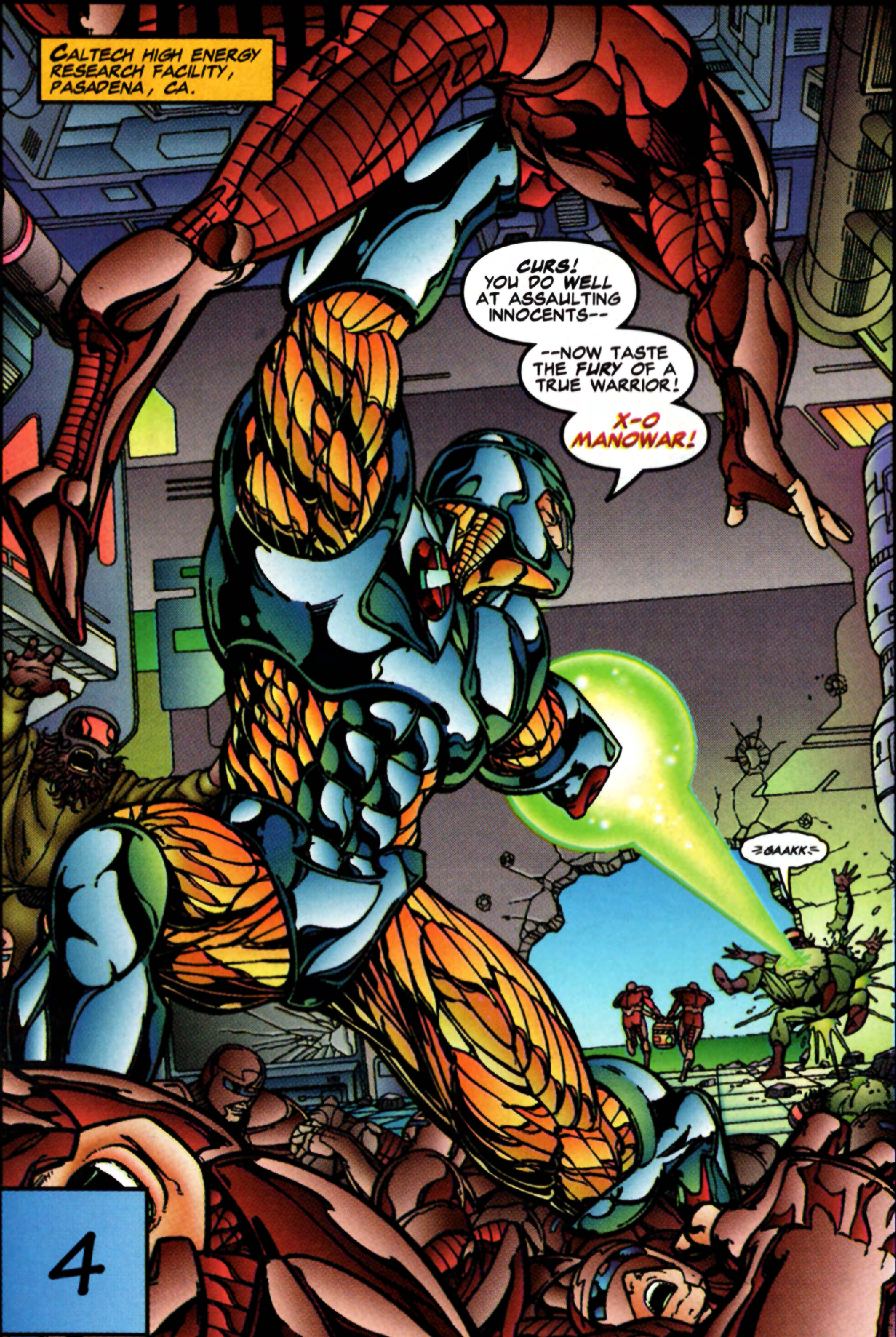
1. Set up your PlayStation™ according to the instructions in its instruction manual. Make sure the PlayStation™ power is OFF before inserting or removing a compact disc.
2. Insert the disc and close the disc cover. Insert game controllers and turn on the PlayStation™.

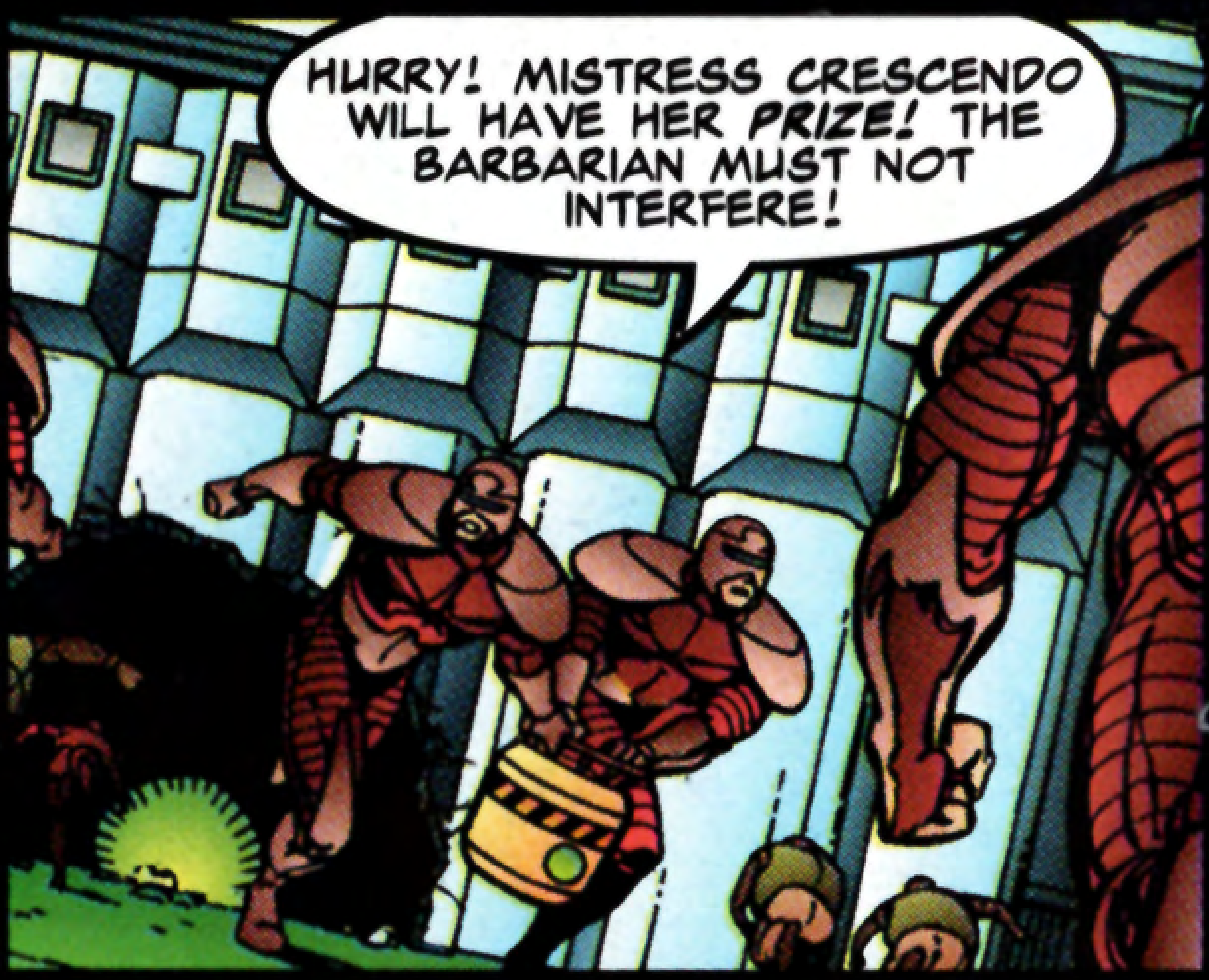
Follow on-screen instructions to start a game.

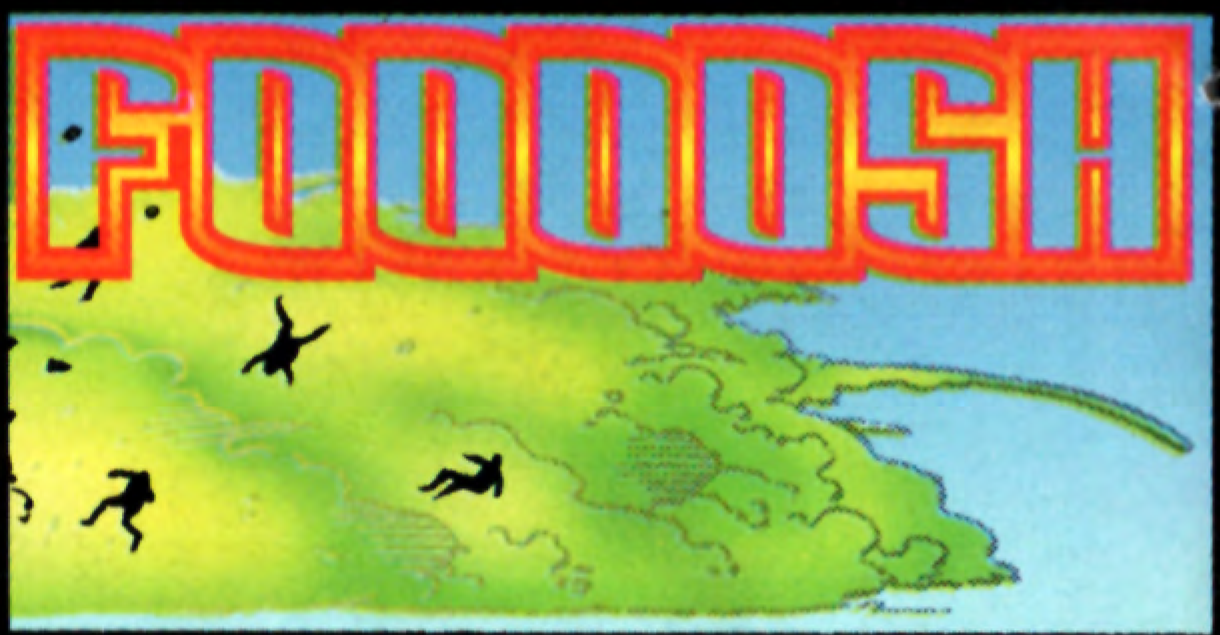

SONY
PlayStation
POWER BUTTON
OPEN BUTTON
RESET BUTTON
OPEN BUTTON
POWER INDICATOR
DISC COVER
CONTROLLER PORT 1
CONTROLLER PORT 2

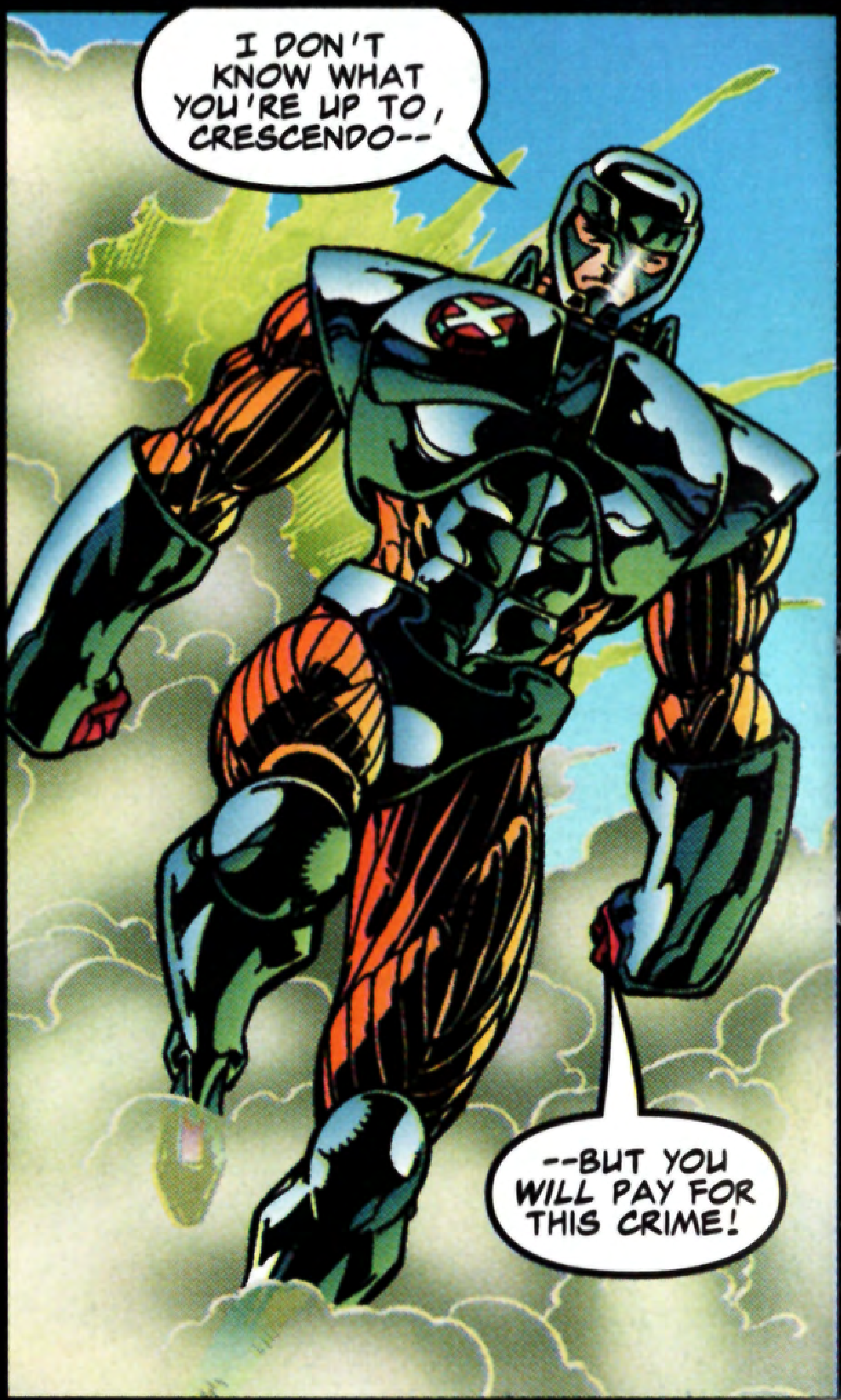

DIRECTIONAL BUTTONS
L
R
SONY
PlayStation
SELECT
START
▲ BUTTON
● BUTTON
■ BUTTON
X BUTTON
SELECT BUTTON
START BUTTON

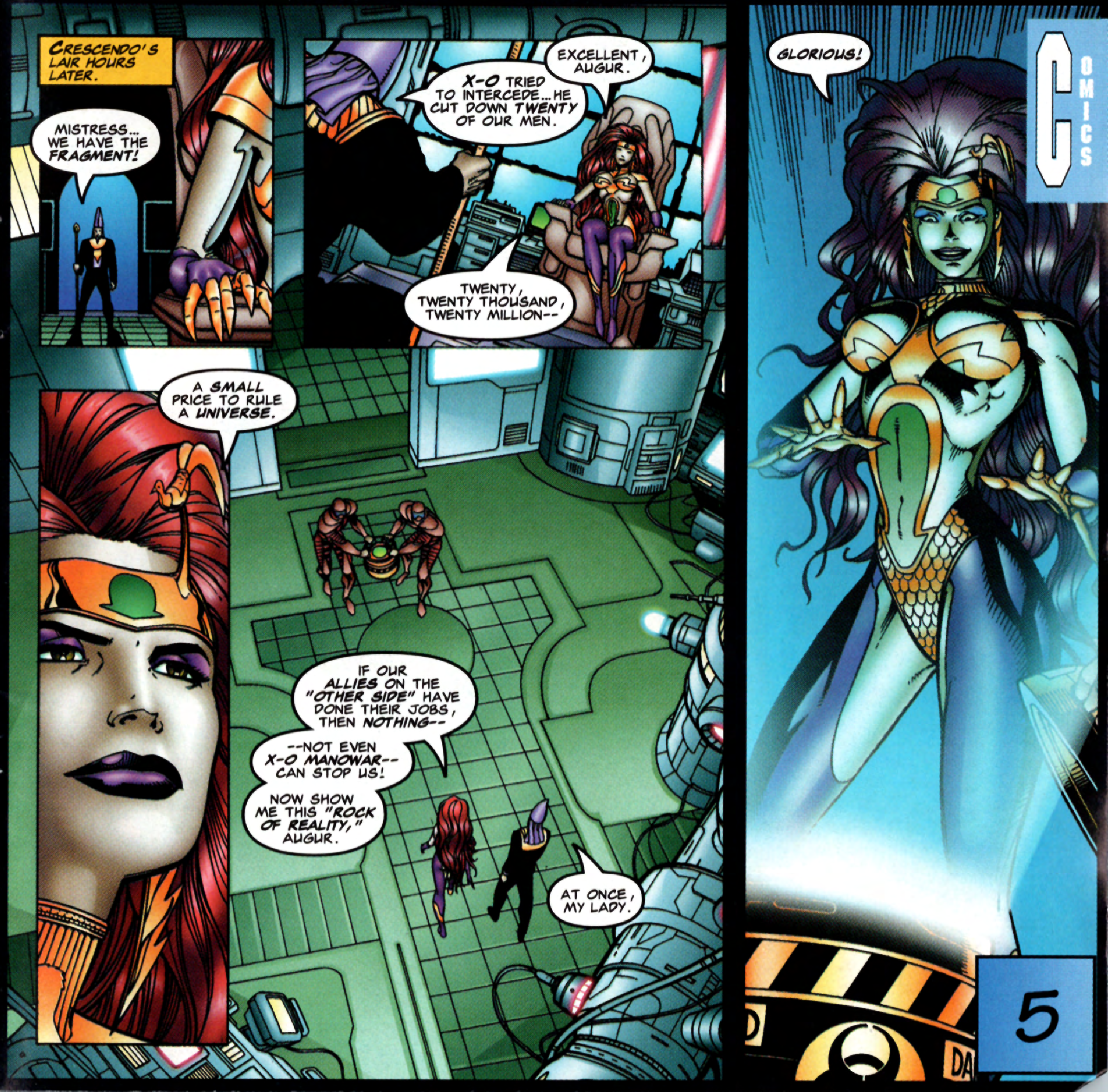

L2 BUTTON
R2 BUTTON
2
2
1
L1 BUTTON
R1 BUTTON

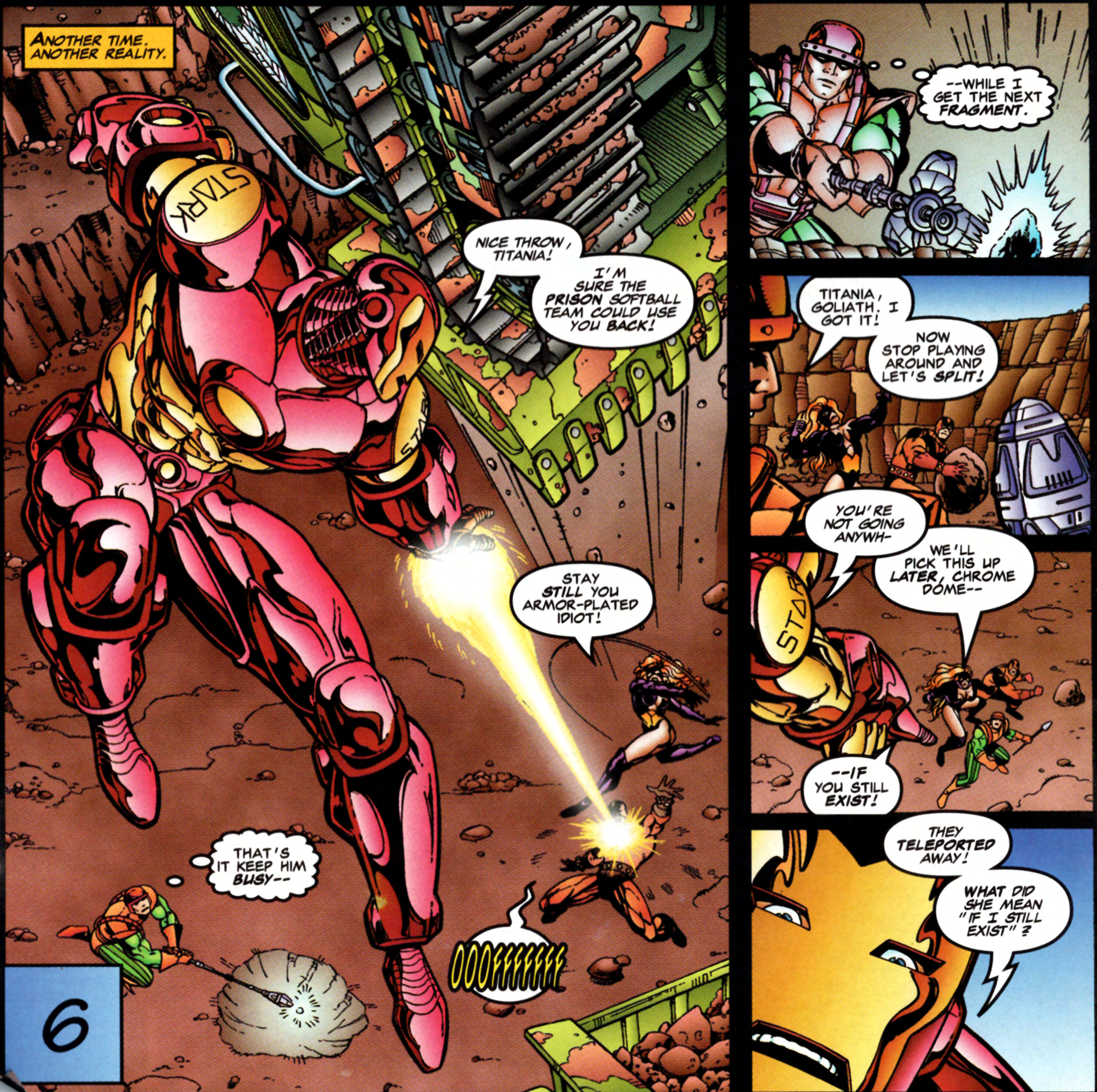

CALTECH HIGH ENERGY RESEARCH FACILITY, PASADENA, CA.
CURS! YOU DO WELL AT ASSAULTING INNOCENTS--
--NOW TASTE THE FURY OF A TRUE WARRIOR!
X-O MANOWAR!
GAAKK

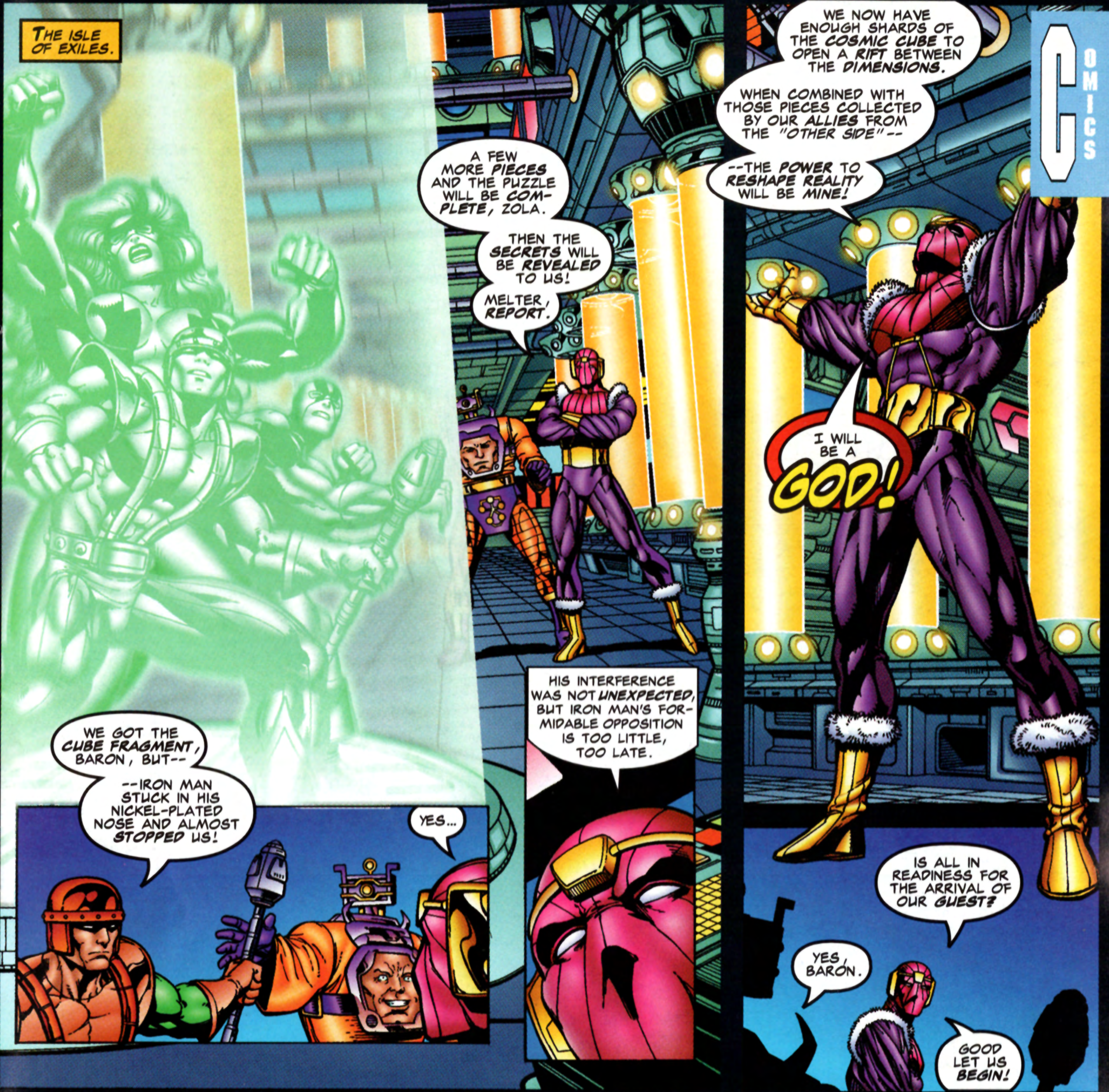

HURRY! MISTRESS CRESCENDO WILL HAVE HER PRIZE! THE BARBARIAN MUST NOT INTERFERE!

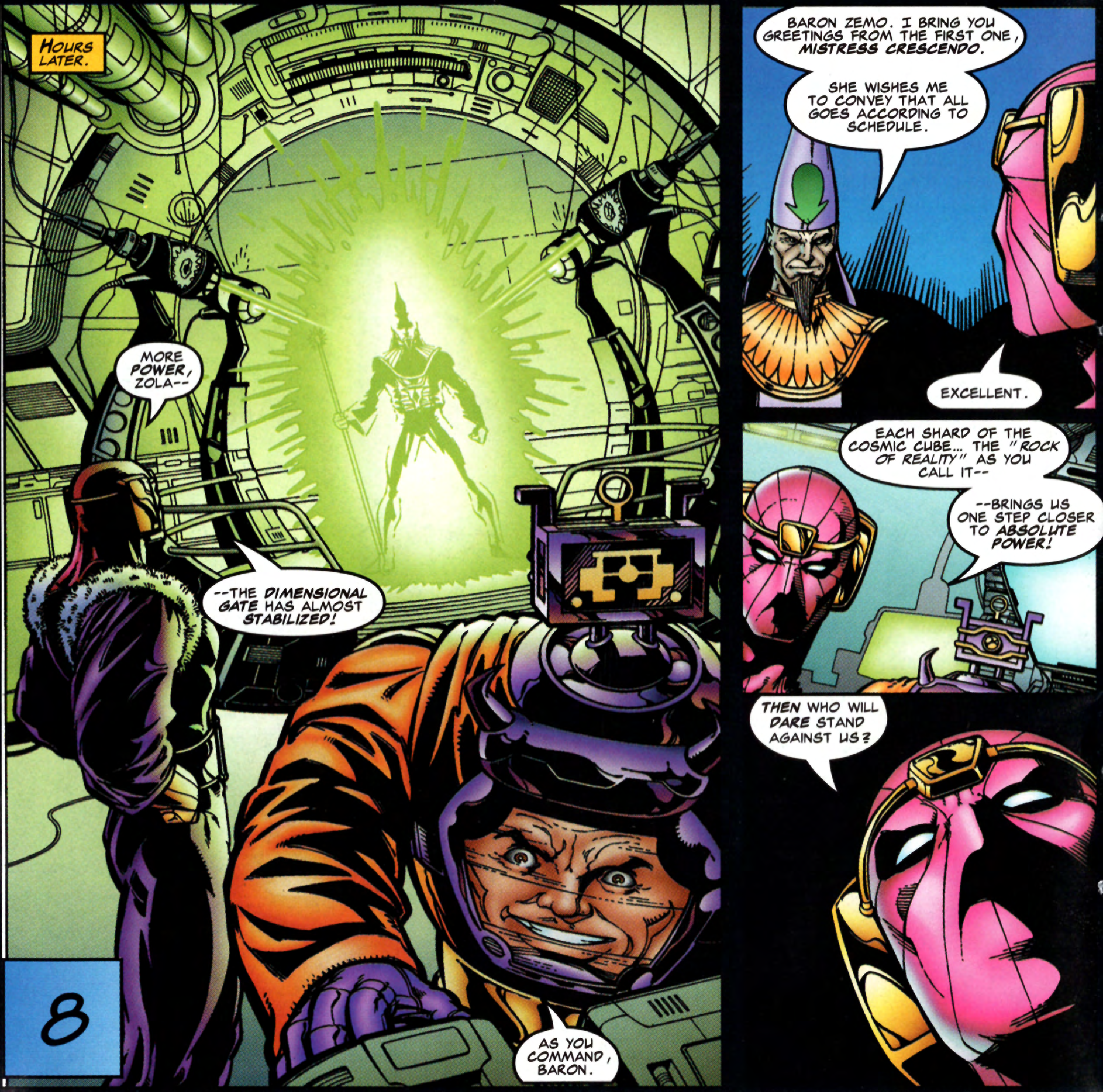

FOOOOSH


I DON'T KNOW WHAT YOU'RE UP TO, CRESCENDO--
--BUT YOU WILL PAY FOR THIS CRIME!


CRESCENDO'S LAIR HOURS LATER.
MISTRESS... WE HAVE THE FRAGMENT!
X-O TRIED TO INTERCEDE... HE CUT DOWN TWENTY OF OUR MEN.
EXCELLENT, AUGUR.
TWENTY, TWENTY THOUSAND, TWENTY MILLION--
A SMALL PRICE TO RULE A UNIVERSE.
IF OUR ALLIES ON THE "OTHER SIDE" HAVE DONE THEIR JOBS, THEN NOTHING--
--NOT EVEN X-O MANOWAR-- CAN STOP US!
NOW SHOW ME THIS "ROCK OF REALITY," AUGUR.
AT ONCE, MY LADY.
GLORIOUS!
C OMICS


ANOTHER TIME. ANOTHER REALITY.
NICE THROW, TITANIA!
I'M SURE THE PRISON SOFTBALL TEAM COULD USE YOU BACK!
STAY STILL YOU ARMOR-PLATED IDIOT!
THAT'S IT KEEP HIM BUSY--
OOOFFFFFFFF
--WHILE I GET THE NEXT FRAGMENT.
TITANIA, GOLIATH. I GOT IT!
NOW STOP PLAYING AROUND AND LET'S SPLIT!
YOU'RE NOT GOING ANYWH-
WE'LL PICK THIS UP LATER, CHROME DOME--
--IF YOU STILL EXIST!
THEY TELEPORTED AWAY!
WHAT DID SHE MEAN "IF I STILL EXIST"?


THE ISLE OF EXILES.
A FEW MORE *PIECES* AND THE PUZZLE WILL BE *COMPLETE*, ZOLA.
THEN THE *SECRETS* WILL BE *REVEALED* TO US!
MELTER, *REPORT*.
WE GOT THE *CUBE FRAGMENT*, BARON, BUT--
--IRON MAN STUCK IN HIS NICKEL-PLATED NOSE AND ALMOST *STOPPED* US!
YES...
HIS INTERFERENCE WAS NOT *UNEXPECTED*, BUT IRON MAN'S FORMIDABLE OPPOSITION IS TOO LITTLE, TOO LATE.
WE NOW HAVE ENOUGH SHARDS OF THE *COSMIC CUBE* TO OPEN A *RIFT* BETWEEN THE *DIMENSIONS*.
WHEN COMBINED WITH THOSE PIECES COLLECTED BY OUR *ALLIES* FROM THE *"OTHER SIDE"*--
--THE *POWER* TO *RESHAPE REALITY* WILL BE *MINE!*
I WILL BE A *GOD!*
IS ALL IN READINESS FOR THE ARRIVAL OF OUR *GUEST?*
YES, BARON.
GOOD LET US *BEGIN!*


HOURS LATER.
MORE POWER, ZOLA--
--THE DIMENSIONAL GATE HAS ALMOST STABILIZED!
AS YOU COMMAND, BARON.
BARON ZEMO. I BRING YOU GREETINGS FROM THE FIRST ONE, MISTRESS CRESCENDO.
SHE WISHES ME TO CONVEY THAT ALL GOES ACCORDING TO SCHEDULE.
EXCELLENT.
EACH SHARD OF THE COSMIC CUBE... THE "ROCK OF REALITY" AS YOU CALL IT--
--BRINGS US ONE STEP CLOSER TO ABSOLUTE POWER!
THEN WHO WILL DARE STAND AGAINST US?

STARTING UP

When the title screen appears, press the START BUTTON to get to the Main Menu where you may select one of these options by highlighting it and pressing the X BUTTON: ONE PLAYER START, TWO PLAYER START, PASSWORD or GAME OPTIONS.

START

Brings you to the Hero Select screen, where you can choose to play as Iron Man or X-O Manowar.

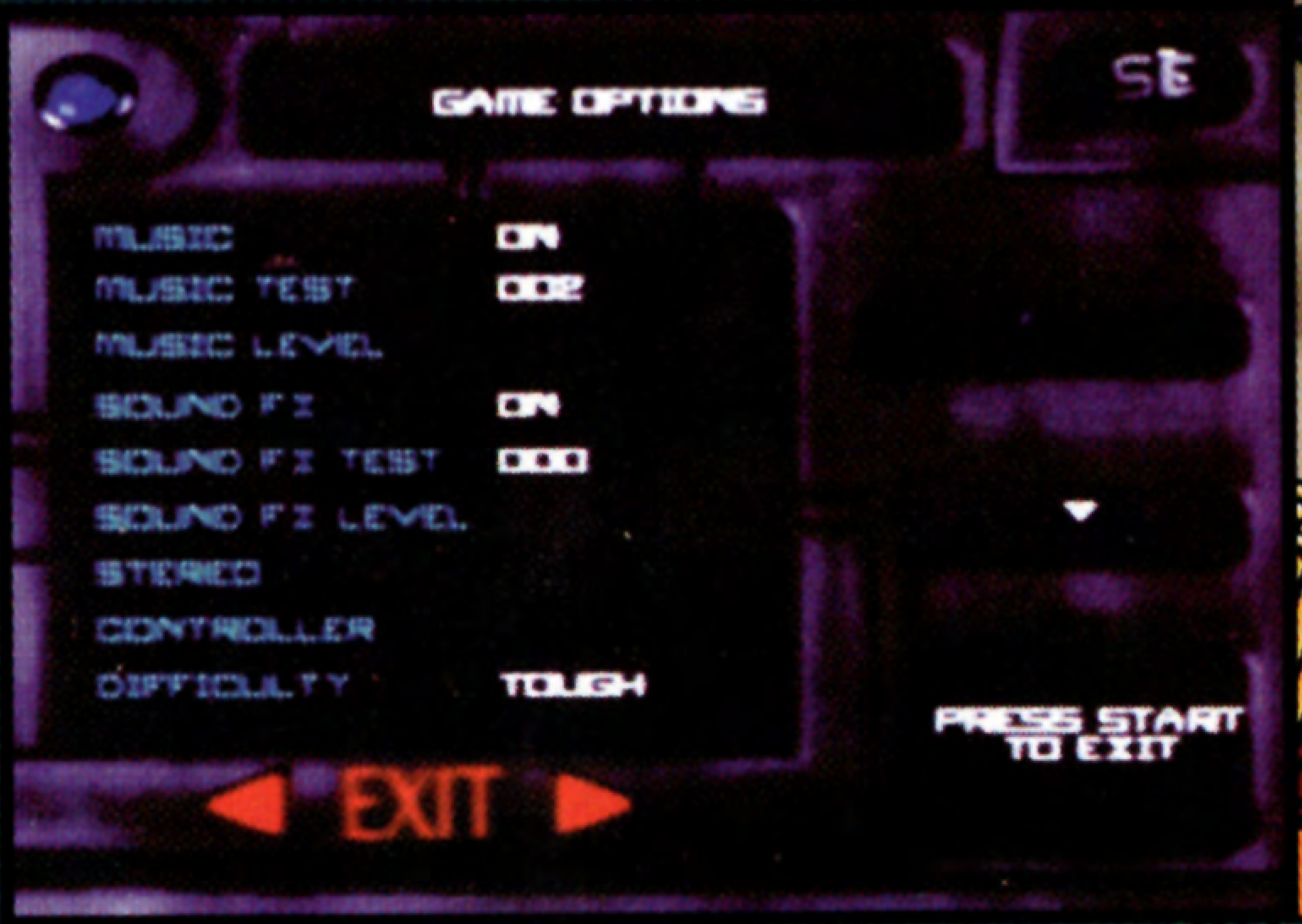
PASSWORD

After completing certain areas, you will get a Password. Enter a password to resume gameplay at the level associated with your password. To enter a password, use the DIRECTIONAL PAD to highlight and change characters, then press the X BUTTON to confirm your password and begin gameplay.

OPTIONS

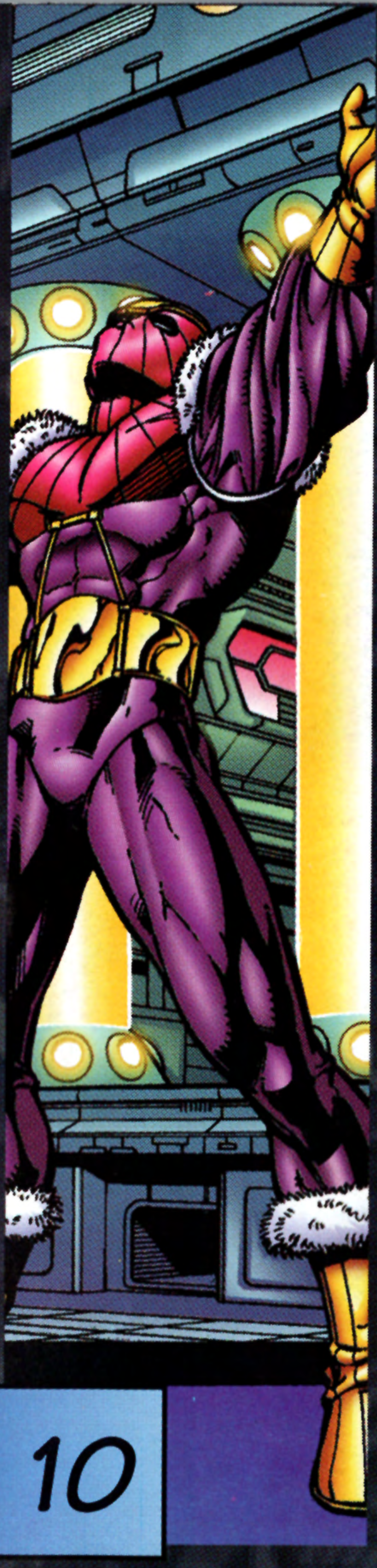
MUSIC

Choose to play with music On or Off.



GAME OPTIONS

MUSIC ON
MUSIC TEST 002
MUSIC LEVEL
SOUND FX ON
SOUND FX TEST 000
SOUND FX LEVEL
STEREO
CONTROLLER
DIFFICULTY TOUGH



MUSIC TEST

Hear samples of the in-game music.

MUSIC LEVEL

Set the music volume.

SOUND EFFECTS

Choose to play with sound effects On or Off.

SOUND EFFECTS TEST

Hear samples of the sound effects used in the game.

SOUND EFFECTS LEVEL

Set the sound effects volume.

STEREO

Choose between stereo and monoaural sound.

CONTROL CONFIGURATION

Set your controller buttons to suit your play style. To do so, highlight this option and press the X BUTTON. At the Configuration Screen, press LEFT or RIGHT on the DIRECTIONAL PAD to toggle to the desired setting, then press the START to confirm your choice and return to the options screen.

DIFFICULTY

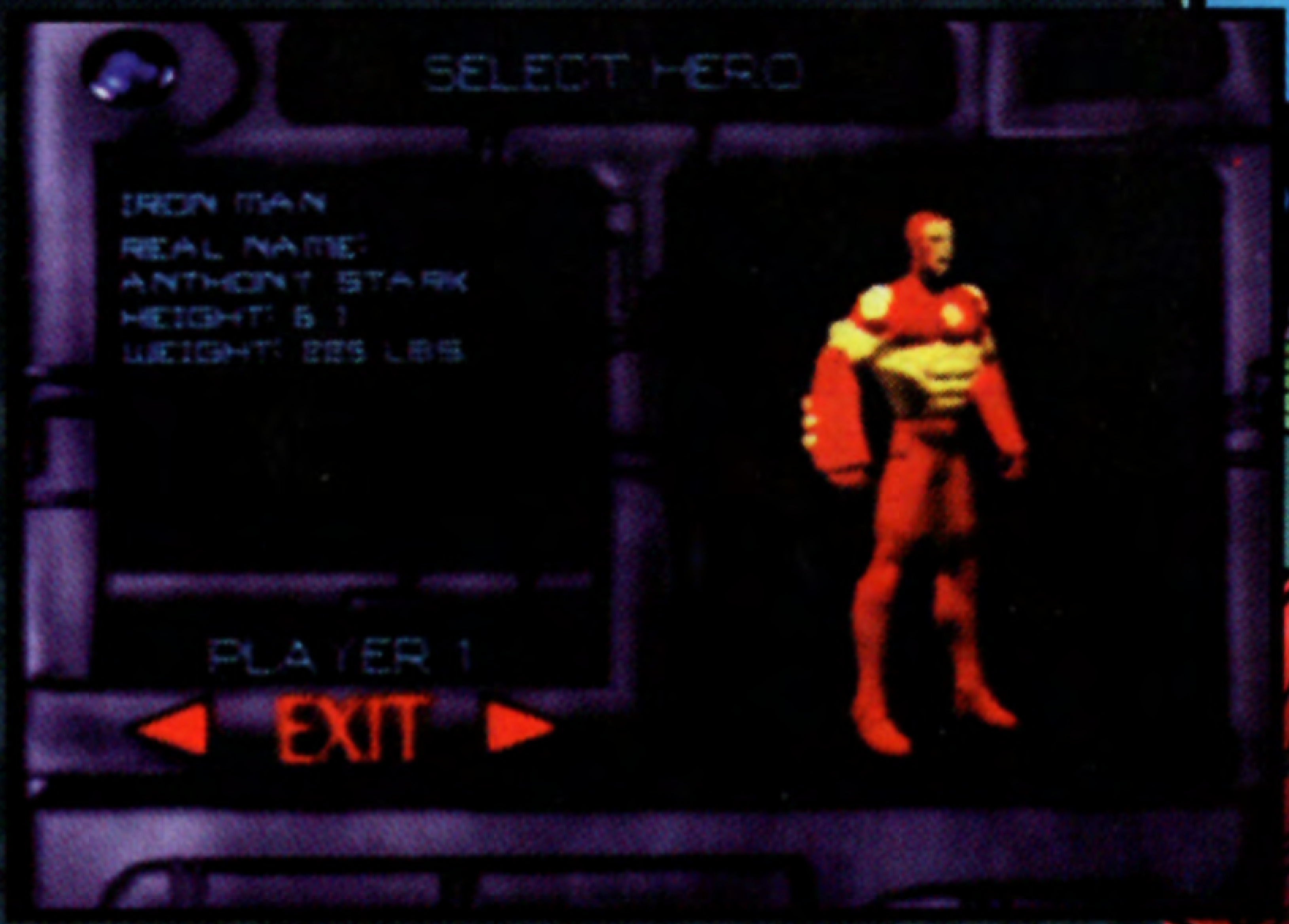
Choose from Wimpy, Tough Guy and Super Hero skill levels.

EXIT

Press the START BUTTON to return to the Game Select screen to begin game play.

HERO SELECT SCREEN

After choosing a Game Mode, you will see the Hero Select screen, where you choose your hero. When your hero selection is locked in (using the START or X BUTTON), the hero will stop rotating. In any two player game, both players can choose the same hero. Follow on-screen prompts to make selections.



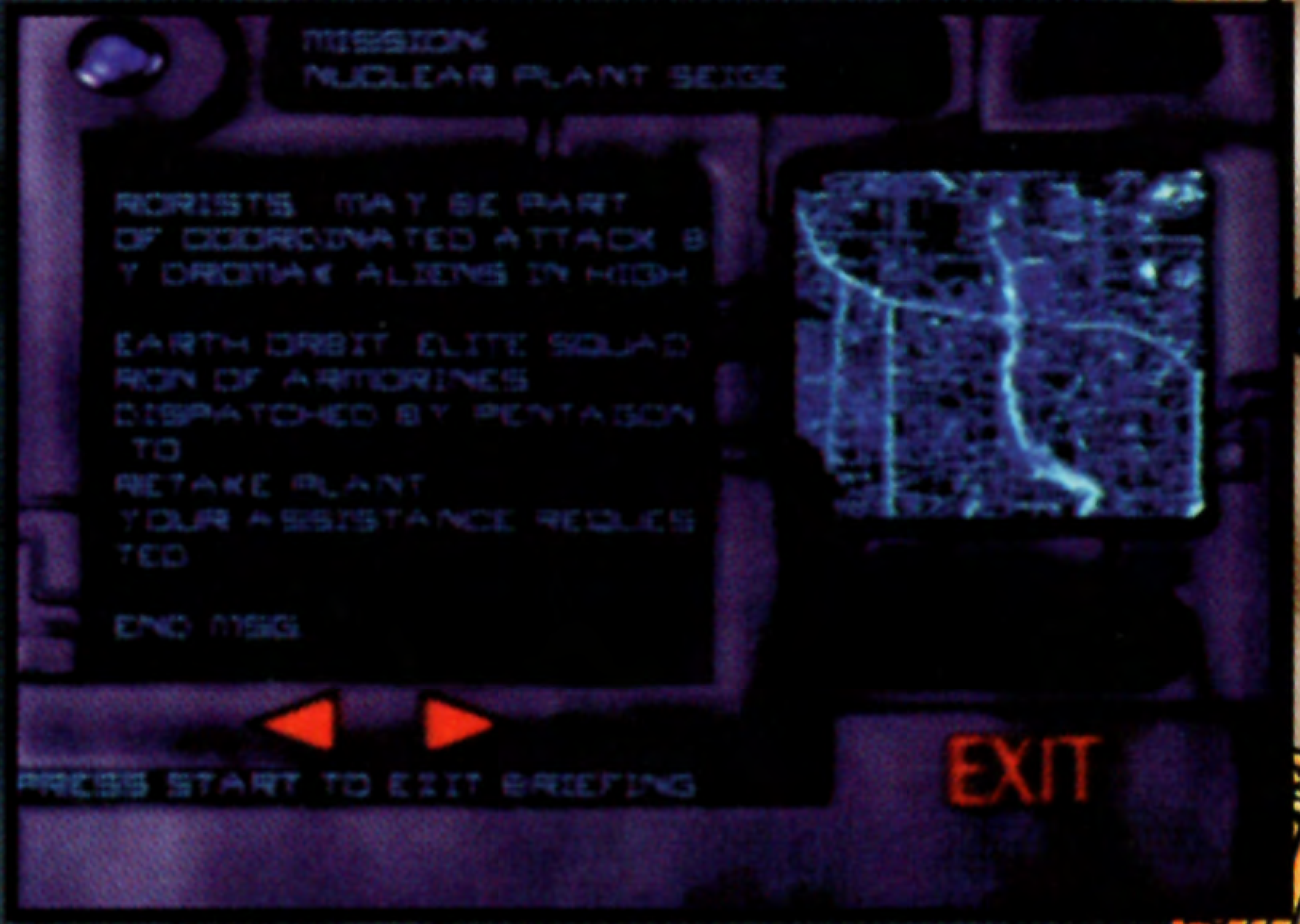
SELECT HERO

IRON MAN
REAL NAME:
ANTHONY STARK
HEIGHT: 6 1
WEIGHT: 225 LBS

PLAYER 1

MISSION BRIEFINGS

Once a hero has been selected, you will see a screen detailing the mission objectives, enemies you may encounter, and other important tactical information. The mission briefing has 3 main files: Mission Briefing, Objectives, and Threat Assessment. Move the DIRECTION PAD LEFT or RIGHT to toggle through the files.



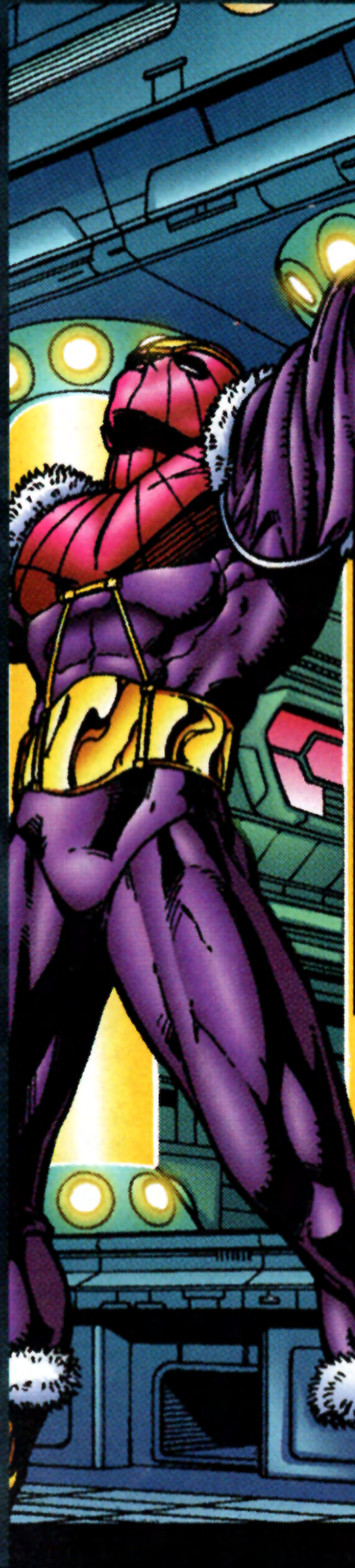
MISSION:
NUCLEAR PLANT SEIGE

RORISTS MAY BE PART
OF COORDINATED ATTACK B
Y DROMAK ALIENS IN HIGH

EARTH ORBIT ELITE SQUAD
RON OF ARMORINES
DISPATCHED BY PENTAGON
TO
RETAKE PLANT
YOUR ASSISTANCE REQUES
TED

END MSG

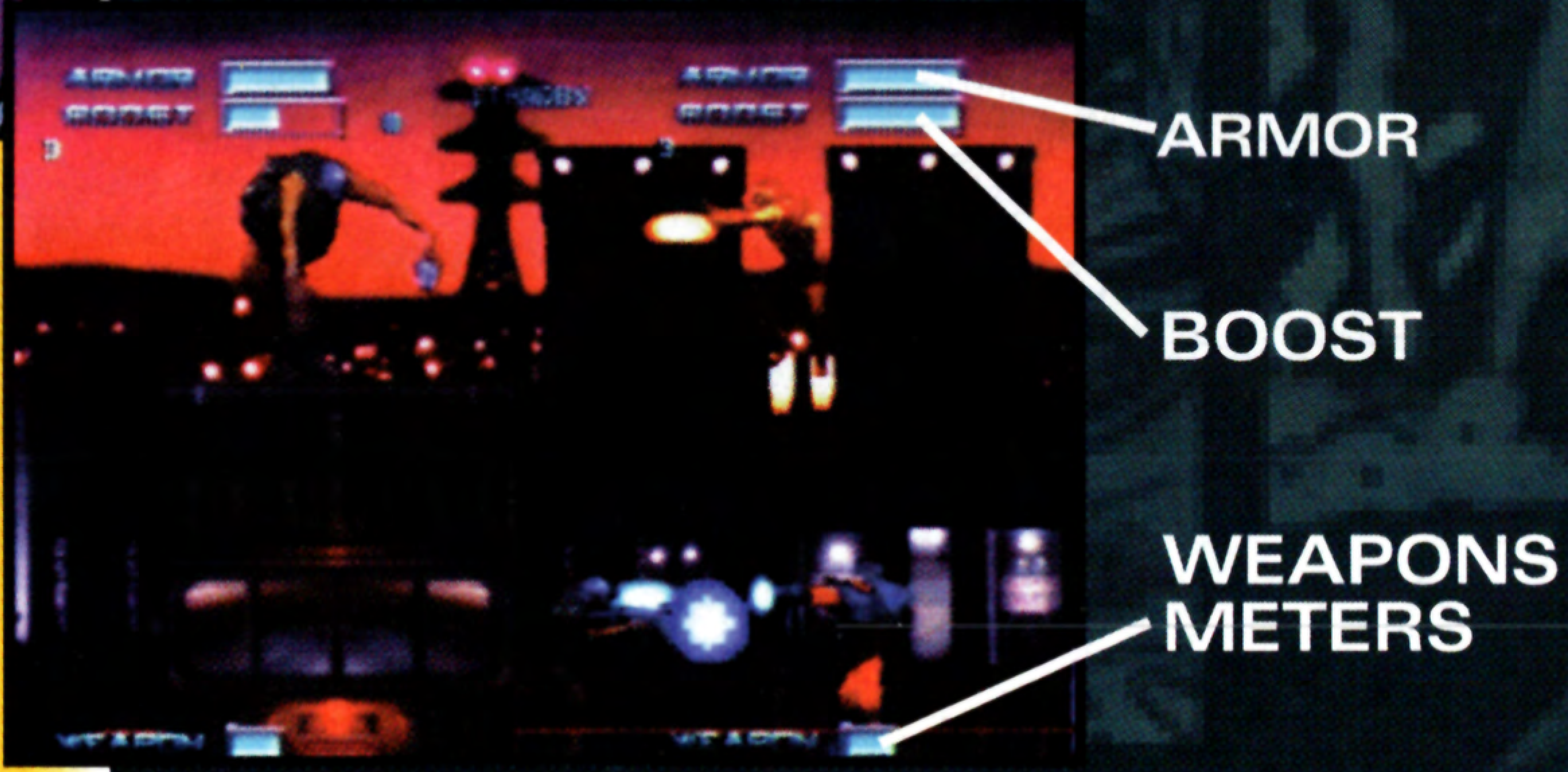
PRESS START TO EXIT BRIEFING



Press the START BUTTON to skip the briefing screens altogether and begin the mission.

GAME FEATURES

Game Screen



Energy Meters:

Armor and Boost Meters

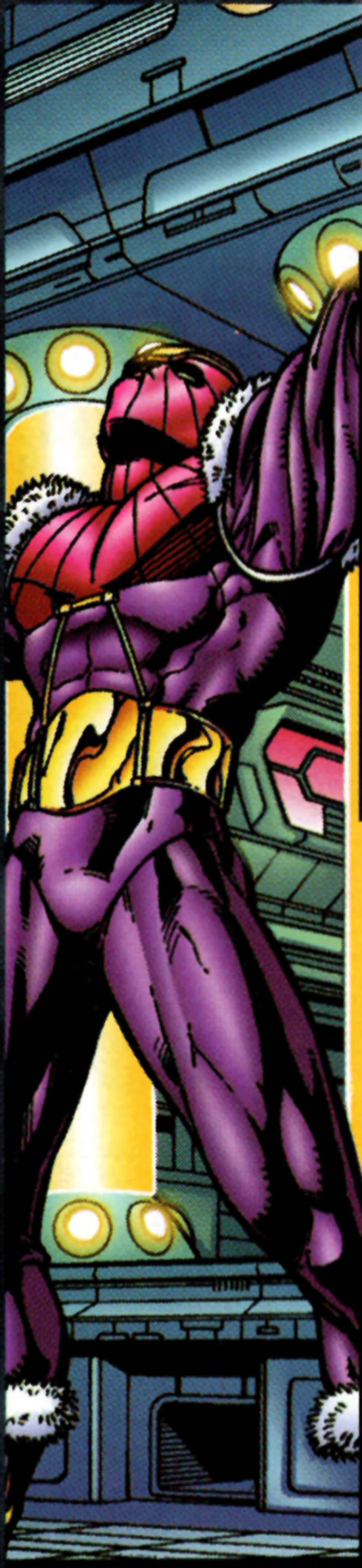
At the top of the screen are two horizontal meters for each player. The top meter measures your current Armor (health) level. The lower meter measures your Flight Boost power. This level is replenished automatically when your character is not using boost. Certain actions like flying use up a lot of energy, and should be done or used sparingly.

Weapons Meter

On the lower portion of the screen there are weapons meters, of up to 4 segments each, one meter for each player. Power-ups will add segments of weapons capacity to the meter to give the player more weapons power. With increasing weapons power, the repulsors and chest beam become more powerful and plentiful. Chest-based weapons such as the directional Uni-beam, and the E.M.P. super-blast deplete weapons power. A segment of weapons capacity is lost each time the player loses a life!

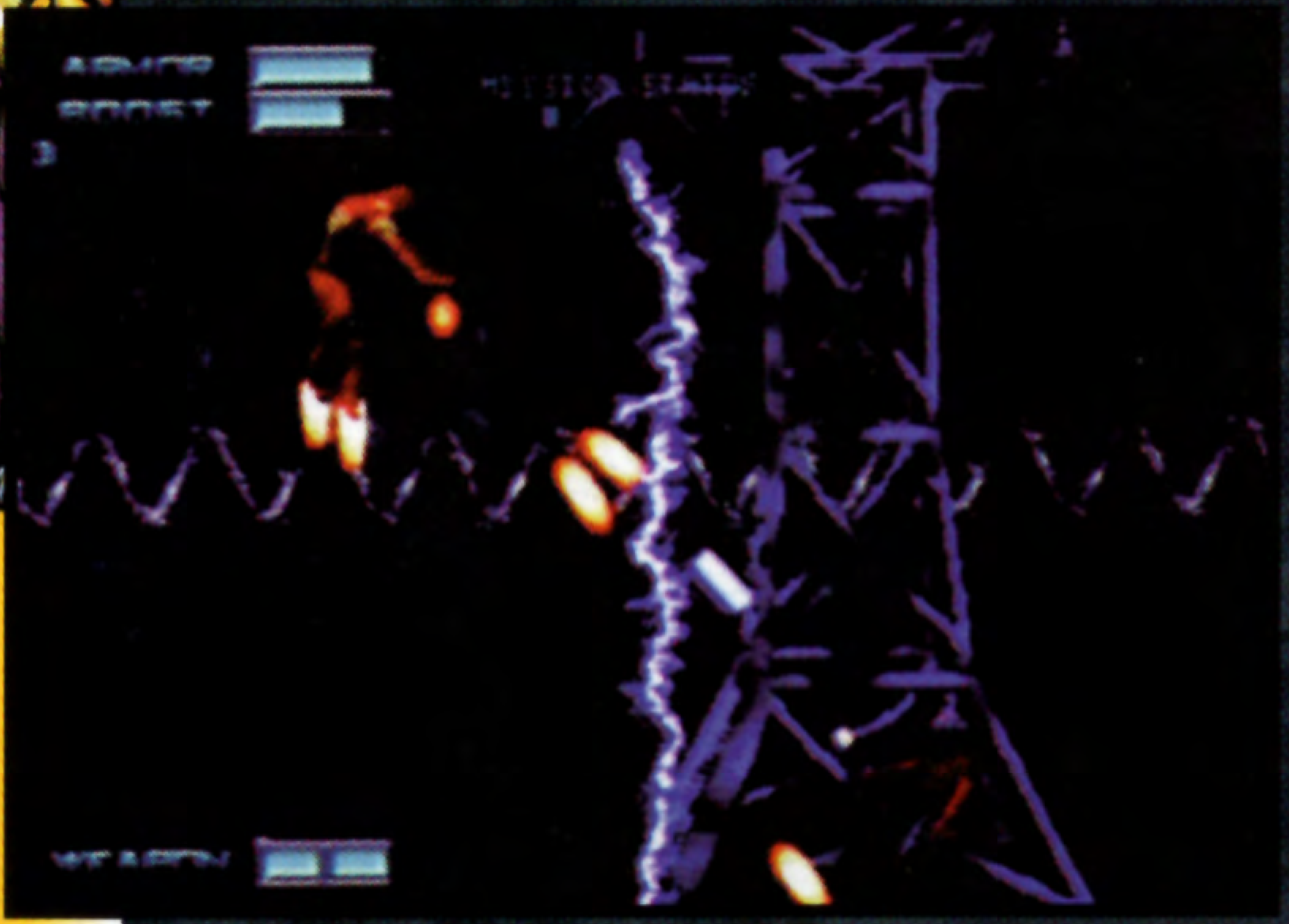
CONTINUING

If you lose all your lives, you may use a continue (if you have any left) to resume gameplay. To do so, press the START BUTTON before the timer reaches 0.



ABOUT YOUR WEAPONS

IRON MAN



In addition to his powerful hand-to-hand combat abilities, Iron Man uses both a Repulsor Ray and a Uni-beam. The Repulsor fires single rays as a default, and can be upgraded via power-ups to fire double-spread, triple-spread and homing shots. The Uni-beam is a powerful chest weapon at the default power degree, and can also be upgraded to fire Electromagnetic Pulse (E.M.P.) blasts that are devastating to enemies. Be Warned: using special weapons drains energy!

X-O MANOWAR

ARMOR
BOOST
MISSION

A fearsome warrior skilled in close contact fighting, X-O Manowar has a powerful pulsed Ion Cannon which fires from his wrist, along with an Omni-Beam chest weapon and an Ion Sword. His Ion Cannons work like Iron Man's Repulsors.

WEAPONS POWER-UPS

Iron Man and X-O Manowar have different powers and abilities, but their powers are all derived from the amount of energy they have in their armor. Collect power-ups by walking over them. Armor power-ups help replenish the heroes' defensive power as they take hits. Boost power-ups replenish the heroes' flight power, and Weapons power-ups replenish their weapons systems power. Increased energy in a weapons system makes additional offensive attacks available.

IRON MAN ARMOR CAPABILITIES

REPULSOR RAYS

You have this weapon from the start, but collect weapons power-ups to upgrade the weapon to dual shot or a seeker version.

BI-DIRECTIONAL SHOTS

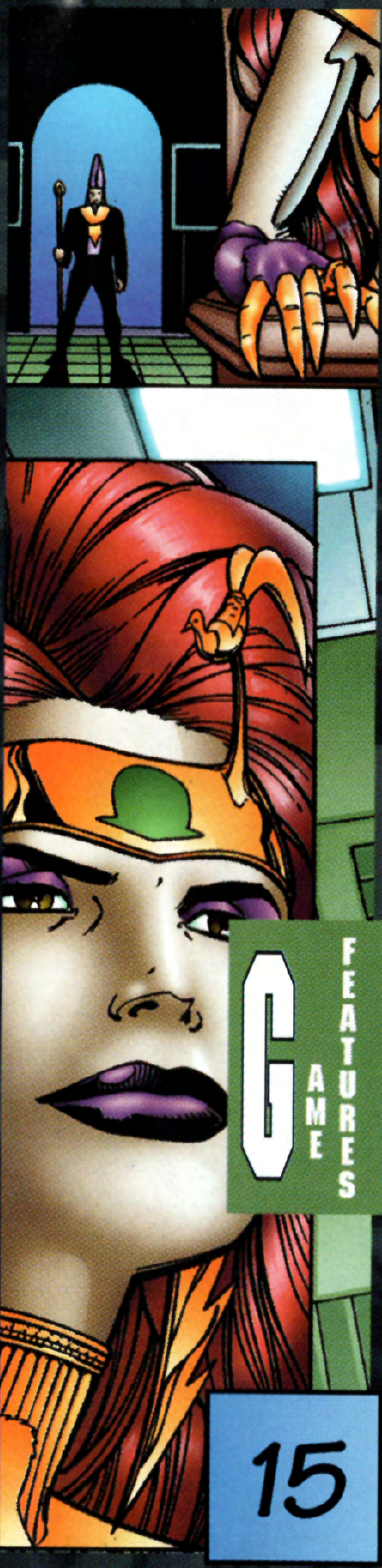
Are powerful stuff in a pinch!

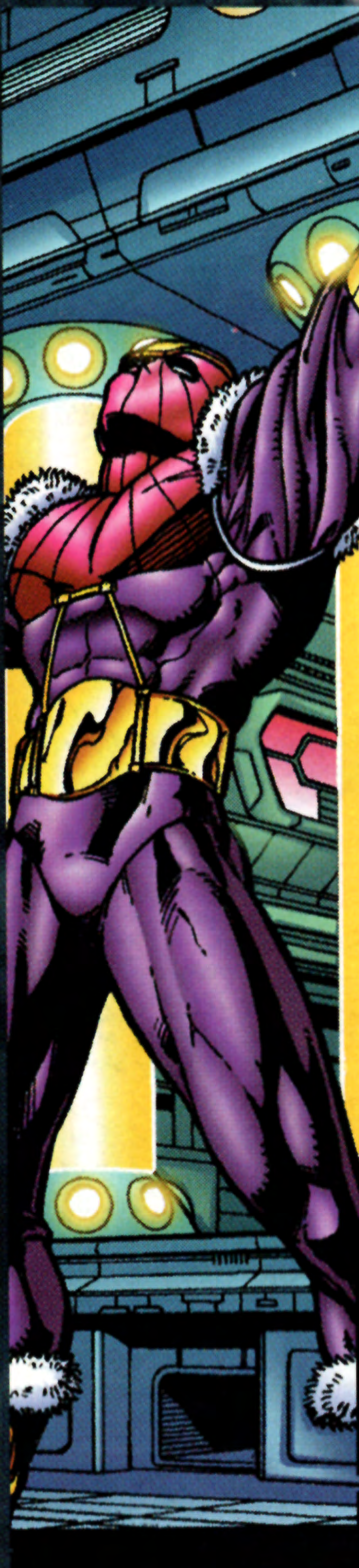
UNI-BEAM

A massive chest beam that will cause some real damage!

E.M.P. DEVICE

This super weapon emanates from the Uni-beam device in Iron Man's chest, and works only when the weapons energy has 4 full segments.





X-O MANOWAR ARMOR CAPABILITIES

ION CANNON

You begin the game with this wrist-mounted weapon, which can be upgraded to split shots and a seeker version.

OMNI-BEAM

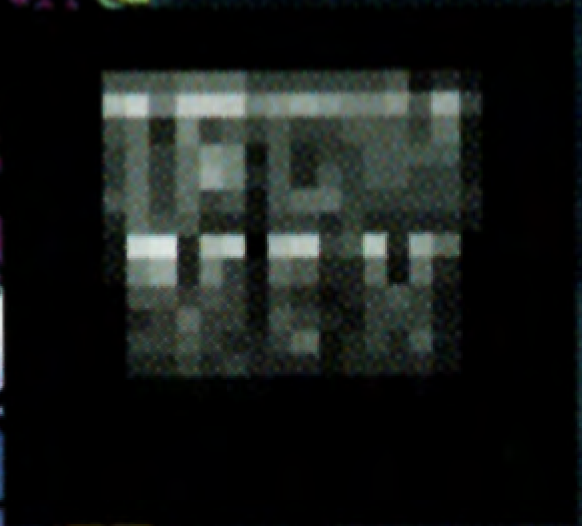
This handy gadget destroys most enemies on impact!

E.M.P. DEVICE

This super weapon emanates from the Omni-beam device in X-O's chest, and works only when the weapons energy has 4 full segments.

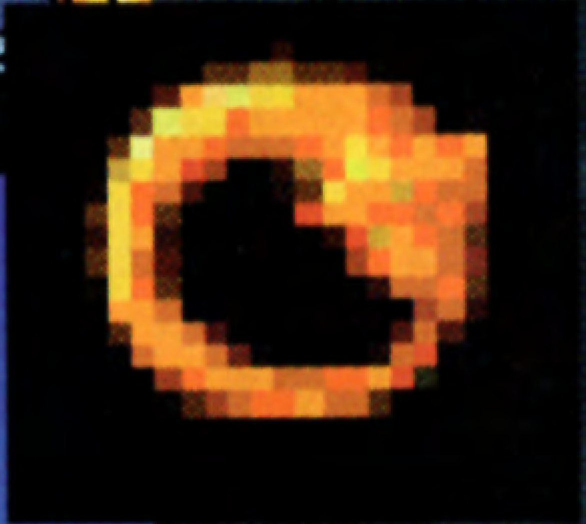
POWER-UPS

These are used by the player who picks them up first.



1-UP

Collect this to get an extra life.



CONTINUE

This gives the player an extra continue once all lives are gone.

ARMOR (HEALTH) POWER-UPS

ARMOR UP

Increases armor (health) by a small amount.

ARMOR MAX

Increases armor (health) meter up to current capacity.

ARMOR EXPAND

Increases armor capacity (ability to absorb hits).

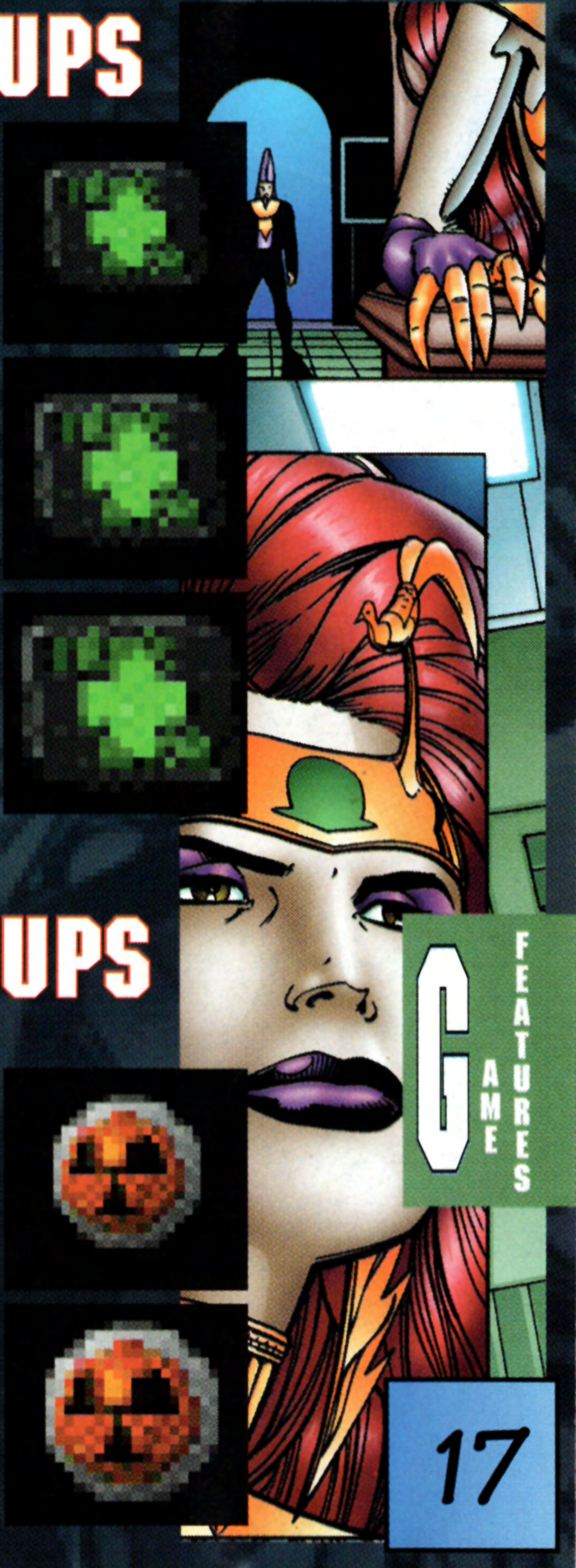
WEAPONS ENERGY POWER-UPS

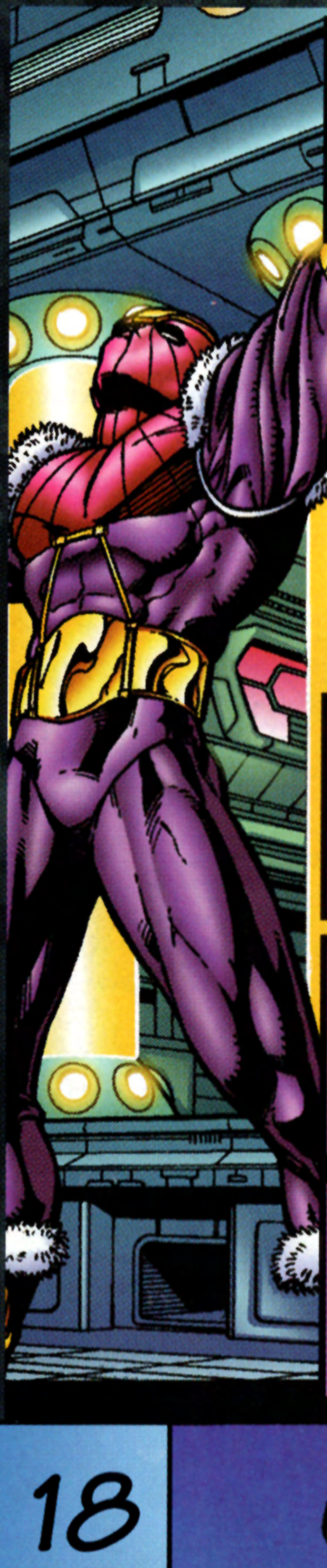
WEAPON UP

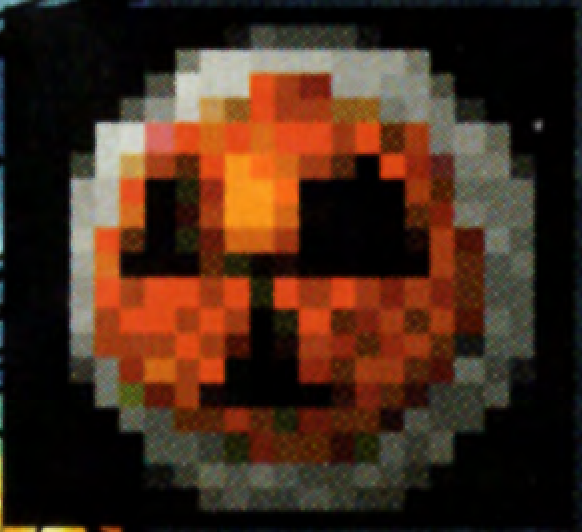
Adds a small amount of weapons energy.

WEAPON MAX

Fills weapons energy to current capacity.



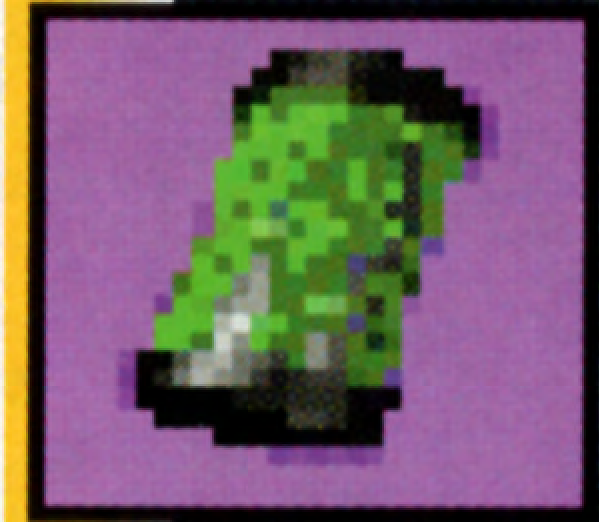




WEAPON EXPAND

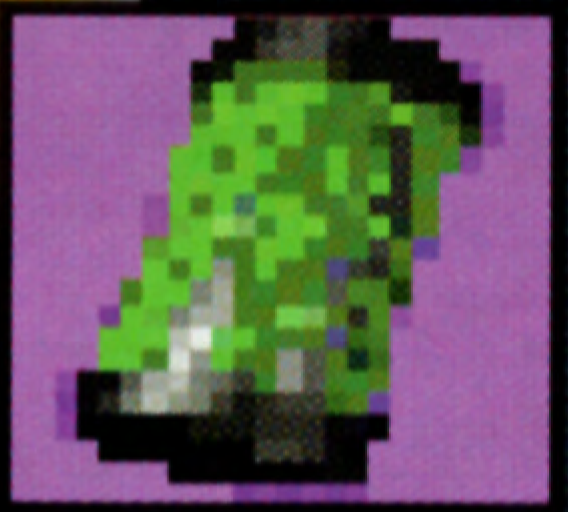
Adds another segment to the capacity of your weapons system, bringing more and better weapons on-line as energy increases. Having energy in the first segment gives you a normal single-shot repulsor, the second gives you a double-split repulsor shot, the third a triple split, and the fourth adds a seeker to the double-split!

BOOST FLIGHT POWER-UPS



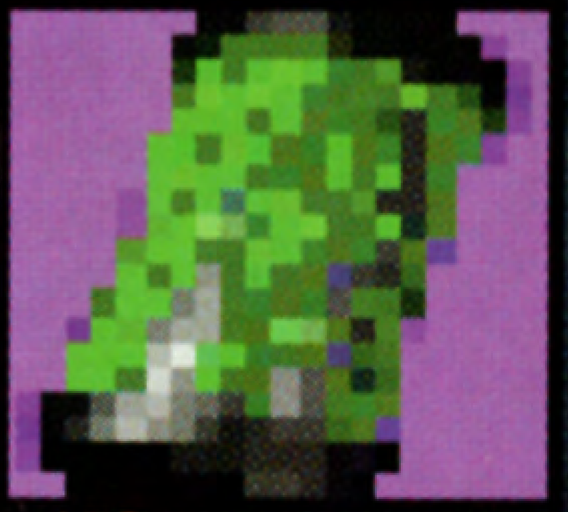
BOOST UP

Collect this to pump up boost power by a small amount.



BOOST MAX

Collect this to fill boost power to capacity!



BOOST EXPAND

Collect this to add to the amount of boost power your meter holds, increasing available flight time.

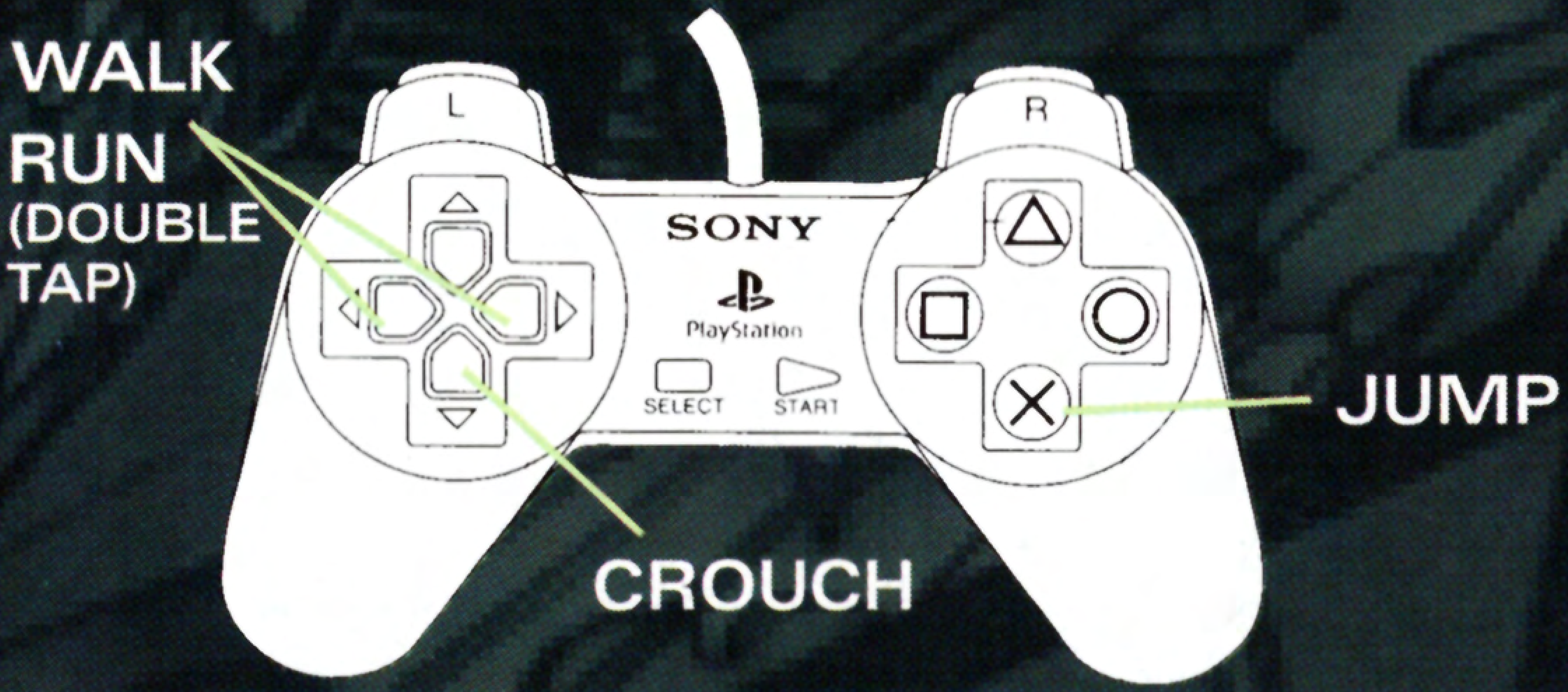
DEFAULT CONTROLS

To return to the title screen at anytime during gameplay, hold the SELECT BUTTON and press the START BUTTON for 2 seconds.

Basic controls

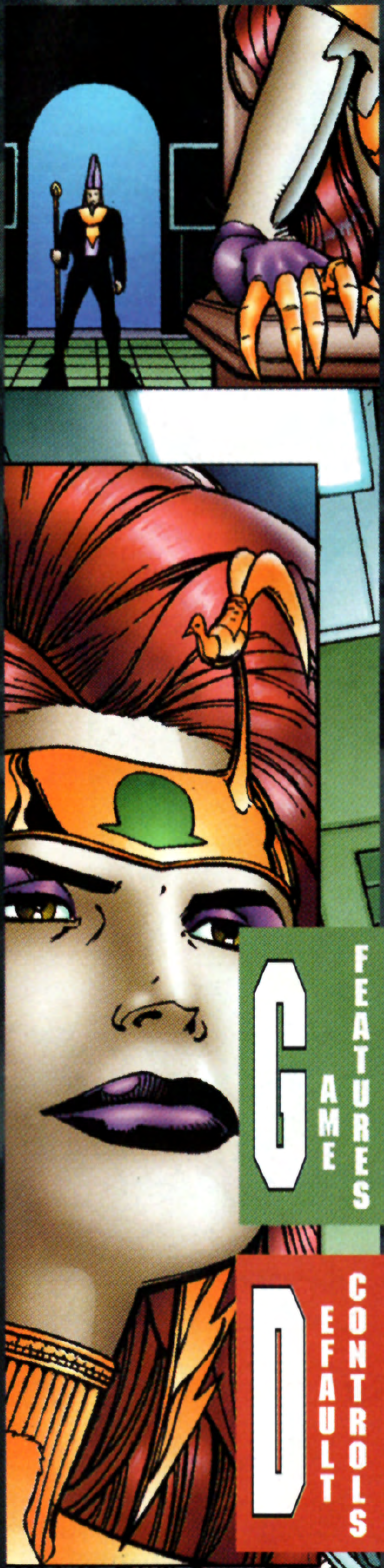
Some actions can only be performed by one of the heroes. A * indicates an action/control that is only for Iron Man. A † indicates an action/control that is only for X-O Manowar.

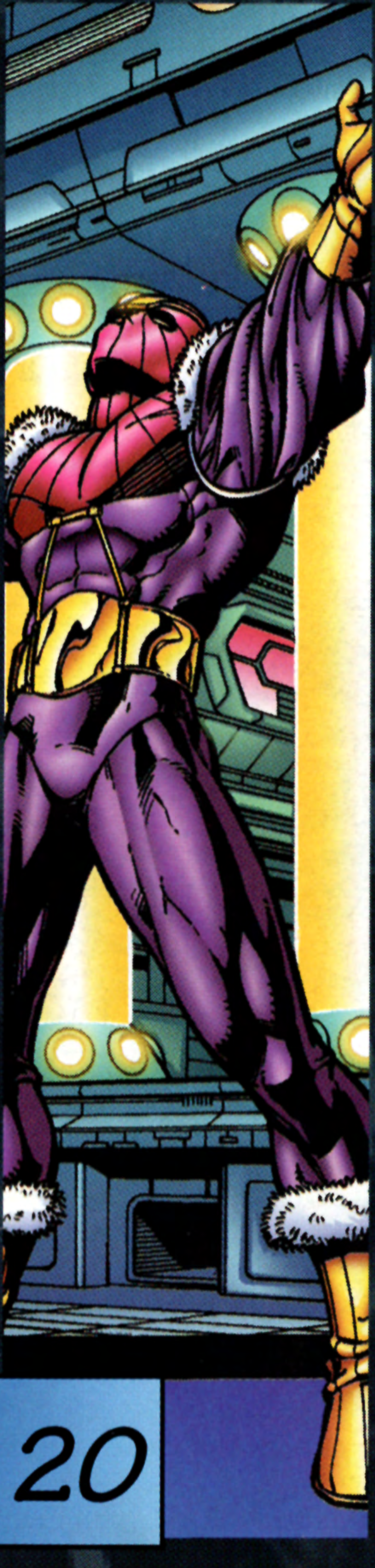
CONTROL DIRECTIONS: → = Forward,
← = Back


WALK
RUN
(DOUBLE
TAP)
L
R
SONY
PlayStation
SELECT
START
JUMP
CROUCH

PICK UP OBJECT = ↓ + ●

THROW OBJECT = ← or → + ●


GAME FEATURES
DEFAULT CONTROLS

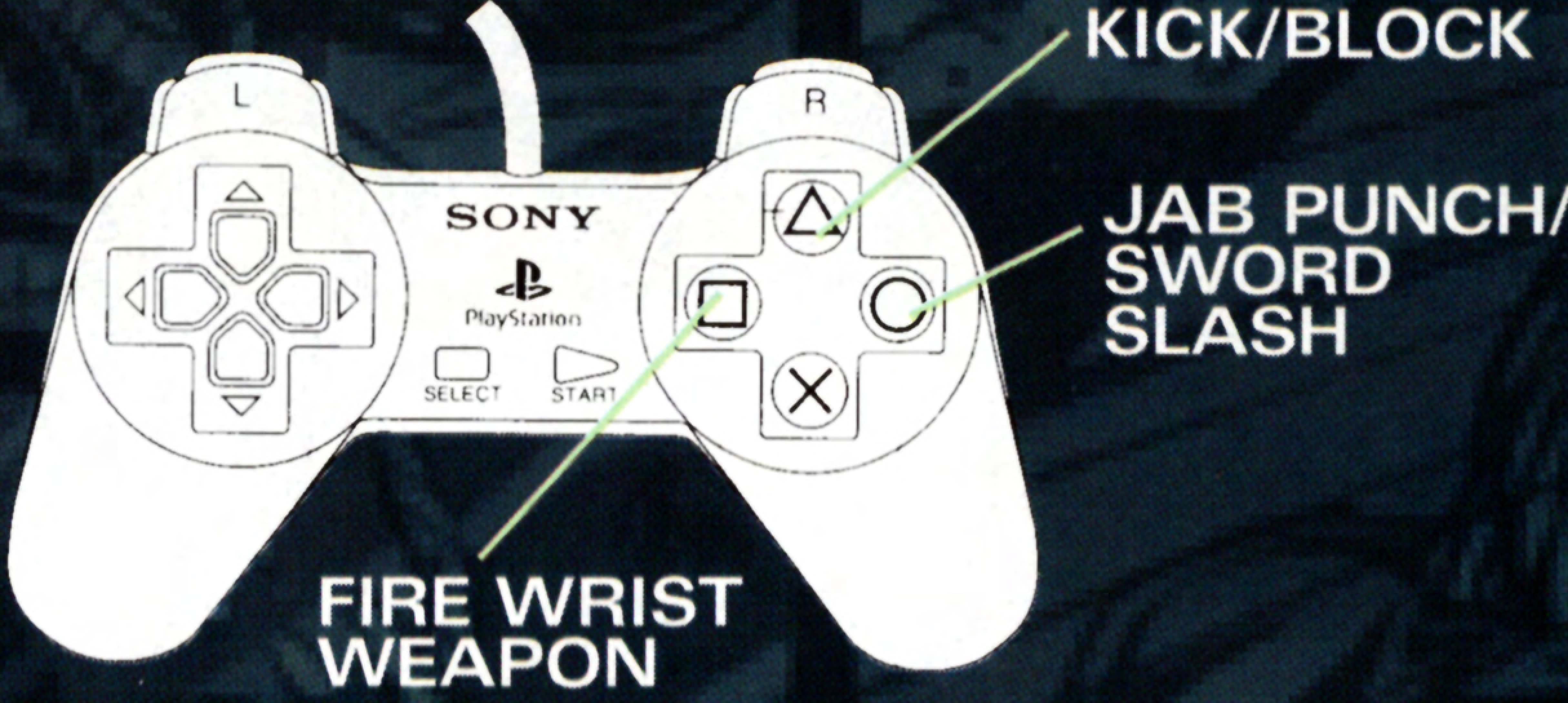


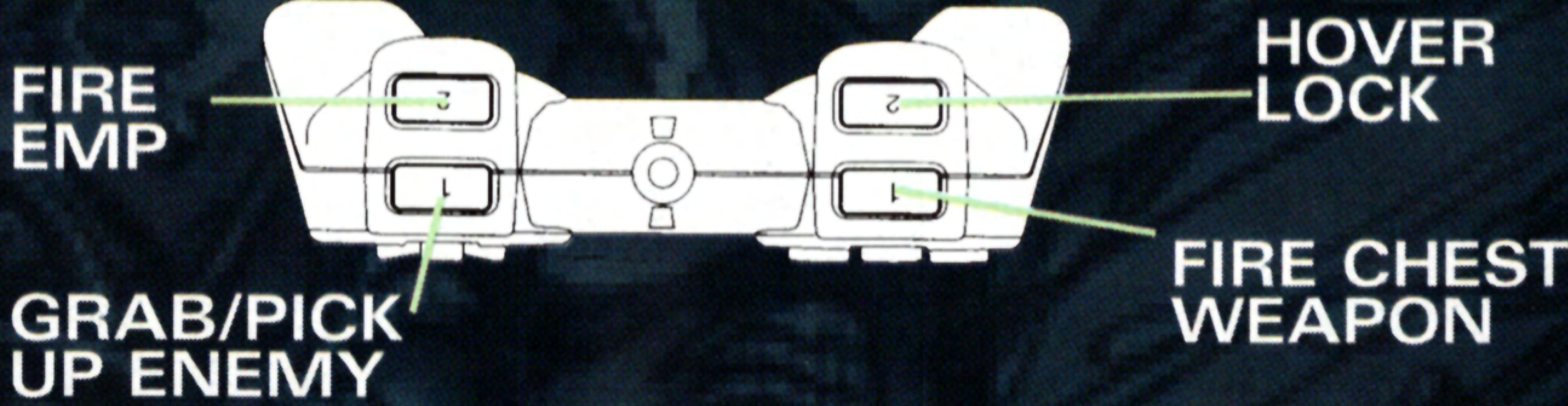
FLYING/HOVER - Both heroes can fly.

To activate flying, press X BUTTON when either one is in the air (press Jump button)

HOVER LOCK - Maintain hover position by pressing the R2 BUTTON. This allows you to stay in position while aiming your weapon in a different direction.

FIGHTING CONTROLS


KICK/BLOCK
L
R
SONY
PlayStation
SELECT
START
JAB PUNCH/ SWORD SLASH
FIRE WRIST WEAPON


FIRE EMP
HOVER LOCK
GRAB/PICK UP ENEMY
FIRE CHEST WEAPON

***DUAL WRIST SHOT** = ↓ ↓ + ■

†SWORD FURY = ↓ ↓ + ●

FIRE REPULSORS into Background = ↑ ↑ + ■

FIRE CHEST WEAPON = R1

DISCHARGE EMP (Chest Weapon) = L2 BUTTON

PUNCH = ● BUTTON

†SWORD = ● BUTTON

***KICK** = ▲ BUTTON

† BLOCK = ▲ BUTTON

CHARGE BOOST POWER = ■ + ● BUTTON

FORCE FIELD = ↑ + ■ + ●

The Force Field requires two energy segments, and protects you while damaging your enemies.

PICK UP ENEMY = L1 (when right in front of enemy)

SLAM PICKED-UP ENEMY = Any direction, then PUNCH ●

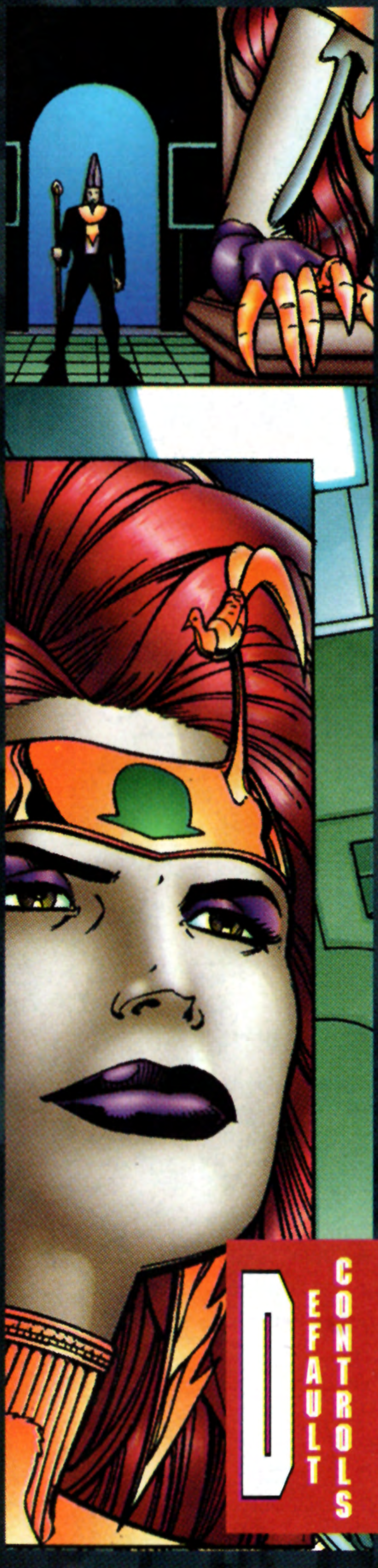
Different firing power and dispersion patterns are available depending on the power degree of your weapons meter.

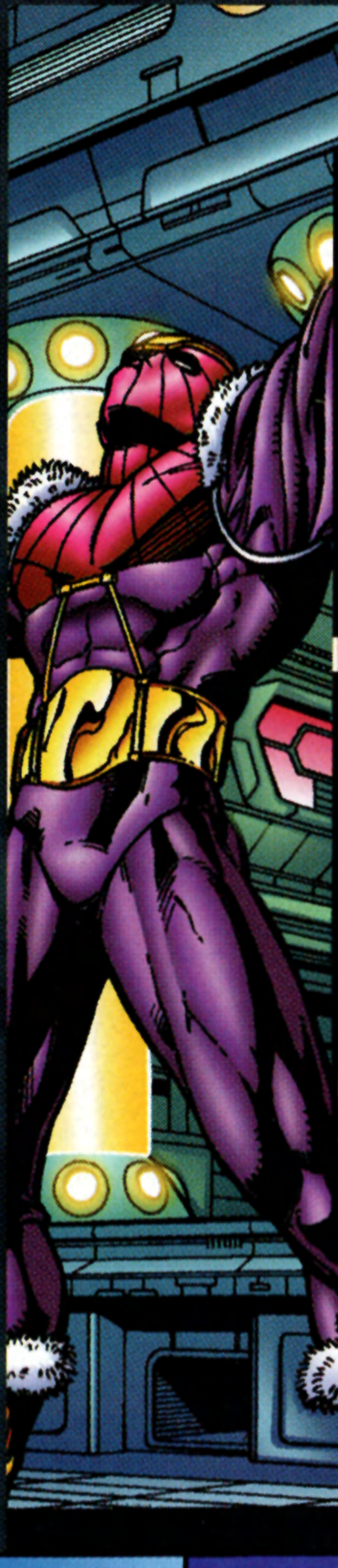
FLYING - In some levels, you will need to fly for extended periods. Controls in these levels are somewhat different. You do not need to input standard flying/hover controls. Use the Directional Button to steer.

FIRE WRIST WEAPON = ■

FIRE CHEST WEAPON = ●

BARREL ROLL=X





COMBAT COMBINATIONS

Iron Man and X-O Manowar each have a full arsenal of deadly combination attacks that do lots of damage to foes. A few appear below; experiment to learn the rest of them!

***Running Kick** = → → + ▲

Running Uppercut = → → + ●

PUNCH COMBINATION = finishing repulsor blast or overhead chop!

THE MISSIONS:

There are many adventures ahead of Iron Man and X-O Manowar! Read the comic to learn something about the threats that await them! Then follow your mission briefings until you triumph—if you can!

Special thanks to these talented people for the prelude comic which appears on pages 4-11

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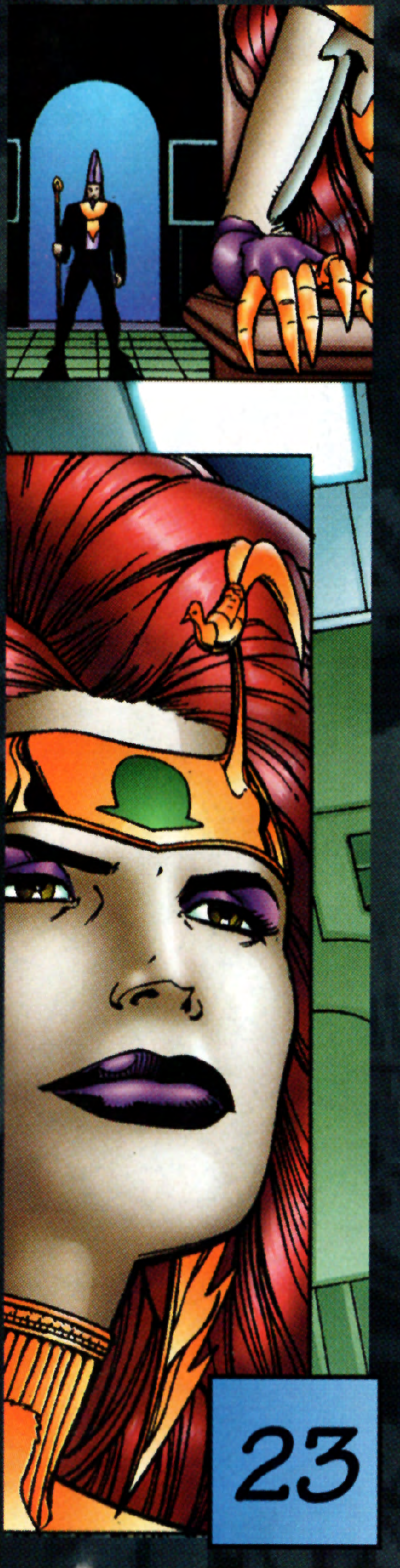

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